ArchSymb 5

Architectural Symbols and Routines for AutoCAD

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Chapter 1 - INSTALLATION

QuickStart

If your system is already running AutoCAD, you can install and configure ArchSymb on a standard system. A standard system is a single user station (not a network system) that uses a Windows system pointer, and a Windows-compatible display. The system must run Windows XP or Vista and meet the minimum AutoCAD system and recommended memory requirements listed below.

System requirement

- AutoCAD 2004 through 2009
- Windows XP or Vista
- 512 MB of RAM (minimum)
- Intel Pentium processor or compatible (or greater)
- 49 MB of hard disk space
- CD-ROM drive (for installation only)
- Windows-supported display adapter
- Mouse (or other pointing device)

Installing ArchSymb 5 for AutoCAD

The installation program (Setup.exe) runs from a CD-ROM disk. The steps below refer to drive D. Use the CD-ROM drive letter that corresponds to your computer, and if necessary, substitute the appropriate letter for D.

1. Place the CD-ROM Disk in drive D.
2. Select Run from the Task Bar Start Menu, then type D:\Setup and press ENTER.
3. Follow the instructions and respond to the prompts in the dialogue boxes. (Press ENTER to accept a default) During the installation you'll
   - Accept the License Agreement
   - Specify the ArchSymb directory
4. When installation is complete, setup returns you to the Desktop (Explorer). The program group contains the Help file (the digital version of this manual), a Notepad icon that contain the ArchSymb *readme* file, ArchSymb Configuration and an Uninstall icon.
5. To configure ArchSymb run the **AcadInst.exe** (C:\Program Files\ArchSymb5 or from the Start > Programs > ArchSymb > Configure ArchSymb). Select your version of AutoCAD and then click Install. Restart Windows to keep AutoCAD from becoming unstable.

Configuring ArchSymb 5

If AcadInst.exe does not work, you can manually configure ArchSymb. After the files are installed, run AutoCAD. You will need to add **C:\Program Files\ArchSymb5** and **C:\Program Files\AarchSymb5\TEMPLATE** (C: being the drive you installed ArchSymb to) to the front of your support environment and add the AS5_var.LSP to your APPLOAD Startup Suite. These steps may vary in the different releases of AutoCAD. You will need to follow the steps that pertain to your release of AutoCAD. The menus should autoload for AutoCAD after you set your paths. If the ArchSymb menus don't autoload the steps for adding the menus are included. Installing the menus is same for release 2004 & 2005 of AutoCAD and varies slightly for AutoCAD 2006 through 2009.

AutoCAD 2004 through 2009 & ADT

1. After installing ArchSymb, start AutoCAD.
2. Select Options under the Tools pull-down menu or type OPTIONS at the command prompt.
3. Go to the Files Tab select Support Files Search Paths Add the follow paths: C:\Program Files\ArchSymb5 & C:\Program Files\ArchSymb5\Template and then click Apply.
4. Click on the "OK" button and this will close the Options dialog.
5. Select Load Application under the Tools pulldown menu or type `APPLOAD` at the command prompt.
6. Click on the "Contents..." button in the Startup Suite.
7. Click on the "Add..." button if the AS5_var.LSP is not in the list.
8. Go to the ArchSymb Folder (C:\Program Files\ArchSymb5) and select AS5_var.LSP, then click "Add...".
9. Click on the "Close" button, this will close the Startup Suite.
10. Click on the "Close" button and the will close the Load/Unload Applications dialog.
11. Restart AutoCAD

NOTE: With AutoCAD 2009, the Tools menu can be found under the big red **A**.

AutoCAD Release 2000 & 2005 Menus

The ArchSymb 5 menu will automatically add itself to AutoCAD, if for any reason it does not you will need to add the ArchSymb menu to your current menu.

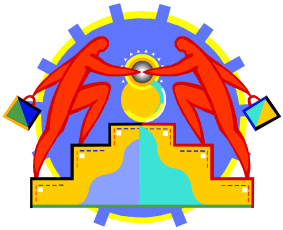
1. Select Customize Menu from the **Tools** pulldown or type `MENULOAD` at the command prompt.
2. Click on the Browse button.
3. For first time installs, change the Files of type: from (*.mns,*.mnc) to (*.mnu)
4. Change the Look in path to your ArchSymb folder.
5. Select the AS50r16.MNU(for AutoCAD 2004-2005) and click on the Open button.
6. Click on the Load button, you will receive an alert box, answer yes to the prompt.
7. In the Menu Groups edit box, select ARCHSYMB and then click on the Menu Bar tab.
8. Select a location for the ArchSymb pulldown in the menu bar edit box. The menu will be placed in front of the item you select.
9. Click on the Insert>> button.
10. Click on the Close button.
11. If you want to activate the ArchSymb toolbar, you can now select it from the ArchSymb pulldown.

AutoCAD Release 2006 through 2009 Menus

1. Type `MENULOAD` at the command prompt.
2. Click on the Browse button.
3. For first time installs, change the Files of type: from (*.mnu) to (*.cui)
4. Change the Look in path to your ArchSymb folder.
5. Select the **AS41R162.CUI (AutoCAD 2006), AS41R17.CUI (AutoCAD 2007), AS41R171.CUI (AutoCAD 2008) or AS41R172.CUI (AutoCAD 2009)** and click on the Open button.
6. Click on the Load button.
7. Click on the Close button.
8. If you want to activate the ArchSymb toolbar, you can now select it from the ArchSymb pulldown.

NOTE: The different CUI files for each version will allow multiple versions of AutoCAD on the same system with corrupting previous versions of the menu.

Once the preferences and menu are set, EXIT and restart AutoCAD.



Chapter 2 - INTRODUCTION

How to use this manual

Here's a summary of what this manual offers, and how to find it:

The big picture

This introductory chapter outlines ArchSymb's capabilities, and explains some important AutoCAD features that ArchSymb share. Procedures used throughout ArchSymb are explained in detail in this chapter so that they may be referred to more briefly elsewhere.

Specific features

Chapters 3 through 6 explain how to use the ArchSymb menus. Either by selecting an item from the ArchSymb pulldown, typing in the command, or picking it from the toolbar. This will allow you to accomplish specific drawing task with ArchSymb.

Background

When you're installing ArchSymb, customizing it, or just digging around for facts check the appendices in the back of the manual.

Defining our terms

If you encounter an unfamiliar term anywhere in this manual, turn to Appendix E, the Glossary. The Glossary defines terms related to CAD, ArchSymb, and architecture in general.

Text Conventions

`Onscreen text` is printed in mono-spaced Courier.

Notes and other advice are printed in Italics.

COMMANDS are printed in all capital letters.

ENTER indicates the key used for entering commands. This key is labeled with RETURN, ENTER, CR or a hook arrow on various computers.

<Defaults> are printed here and on screen in angle brackets. Default is a standard value that ArchSymb suggest as a response to a particular prompt. Simply press ENTER to enter this default response if it matches your intentions.

Getting Started

Before you run ArchSymb, you must install both AutoCAD and ArchSymb. The *Installation and Performance Guide* that accompanied your AutoCAD software explains how to install AutoCAD. Chapter 1 – Installation of this manual explains how to install ArchSymb.

Features of ArchSymb

ArchSymb combines the power of AutoCAD with the convenience of a custom template designed for architects. There are many enhancements in ArchSymb that can improve both the appearance of your drawings, and the speed you can produce them.

Here's what you can do with ArchSymb:

- You can insert doors and windows in walls, with automatic wall breaks. When you insert a door or window, ArchSymb also creates a header layer for use in reflected ceiling plans.
- Drawing Setup Dialog Box automatically comes up with the creation of a new drawing. This simplifies the creation of sheet size and drawing scale. You can also change the sheet size or drawing scale on the fly with DDSetup (the Drawing Setup Dialog Box) command.
- All block creation is based on the A.I.A. CAD Layering Guidelines, making ArchSymb compatible with most standard drawing conventions.
- With over one hundred keyboard macros and short cut keys, you can increase productivity by reducing the number of keystrokes in a drawing session.
- ArchSymb provides a library of over 500 hundred 2-D symbols and tags that you pick from the menu, rotate or scale as necessary, and place them with complete accuracy. There are tags available for describing sections, elevations, details, room names, finishes and more.
- ArchSymb also provides a library of 54 Architectural Millwork elevations. Including base, upper and tall cabinets. These can be selected by name in the pull down menu or with the use of the icon menu.
- You can now draw AISC Steel shapes with out getting the manual. The complete listing of W, M, S, HP, and Channels (C and MC) from the ninth edition of the Steel Manual is included.

What's New in ArchSymb 5

New Blocks, Symbols & Routines

- Support for AutoCAD 2004 through 2009
- Expanded ArchSymb Docker, Includes Setup, Symbols, Layer, Ceilings, Doors, Windows, Schedules, Walls and Tags.
- Pressing Enter repeats last command loaded from docker

- Enhanced List Editor and customization
- Startup Tips and Tricks
- ArchSymb OSNAP reactor in the docker
- ArchSymb pefernces accessed in the AutoCAD options dialog
- Updated Help Menu
- All bug fixes from previous 4.1 builds corrected and incorporated, including new fixes.

Improved Tags & Titles

- 2008+ Annotative text leader
- 2008+ Multiline text Room Name Tags
- Tags & Titles are now paperspace aware
- Add complete list of AutoCAD leaders to any keynote style
- New simplified Door Tag Style

ArchSymb Docker Improvements

Setup Manager

1. Annotative Text Option with 2008+
2. Quick Access to the AutoCAD .
3. Reset Border location if limits are adjusted.
4. Complete ArchSymb INI list editor.

Layer Manager

1. Multiselect layers and load them together.

Additional Managers

1. Ceilings
2. Doors
3. Windows
4. Tags
5. Schedules

ArchSymb Enhancements

- More features demand load to speed up AutoCAD
- Schedules insert as Tables
- Expanded ArchSymb Preferences that are now access from AutoCAD Options dialog
- DDSetup support INI file for all scale and border settings.
- MNL support has been replaced with AS5_VAR.LSP

Command Prompts

When you're working with ArchSymb you'll often be asked to supply information about the object that you want to draw. These *prompts* are displayed in the *prompt area* at the bottom of your screen. You'll quickly become familiar with the basic AutoCAD command prompt, which looks like this:

Command:

This prompt indicates that the program is ready to accept a command; any previously entered commands have finished processing.

The special ArchSymb routines that simplify much of the drawing process also display there own prompts, which look like these:

Enter width of steel wide flange <6">:
Enter thickness of flange <1/2">:
Enter the location of steel wide flange:

The first two prompts illustrated above includes a default response within angled brackets; if you press ENTER without entering a new response, the default is automatically entered.

Since ArchSymb commands may actually utilize many AutoCAD commands, you may see several prompts and messages flash on the screen as your command is processed. Be sure to wait until all of the messages have been displayed and a new command prompt appears before you attempt to enter another command.

Entering Commands

AutoCAD commands, as describe in the *AutoCAD Reference Manual*, can be typed in directly. Most ArchSymb commands actually invoke AutoLISP™ routines that use several AutoCAD commands. You generally initiate an ArchSymb command by picking it from the pull down menu. You then use onscreen options to refine the command further. You have three kinds of menus available:

- A pull down menu selection opens a screen menu page to help with subcommand selection. Some ArchSymb pull down menus present dialog boxes with multiple settings, and groups of related commands.
- A toolbar menu assigns commands to an icon button that is displayed on your screen. You initiate a command by selecting the icon button and pressing on your mouse button.

- An Icon menu will display a series of slides with an associated list. You initiate a command by selecting the slide and clicking the 'OK' button.

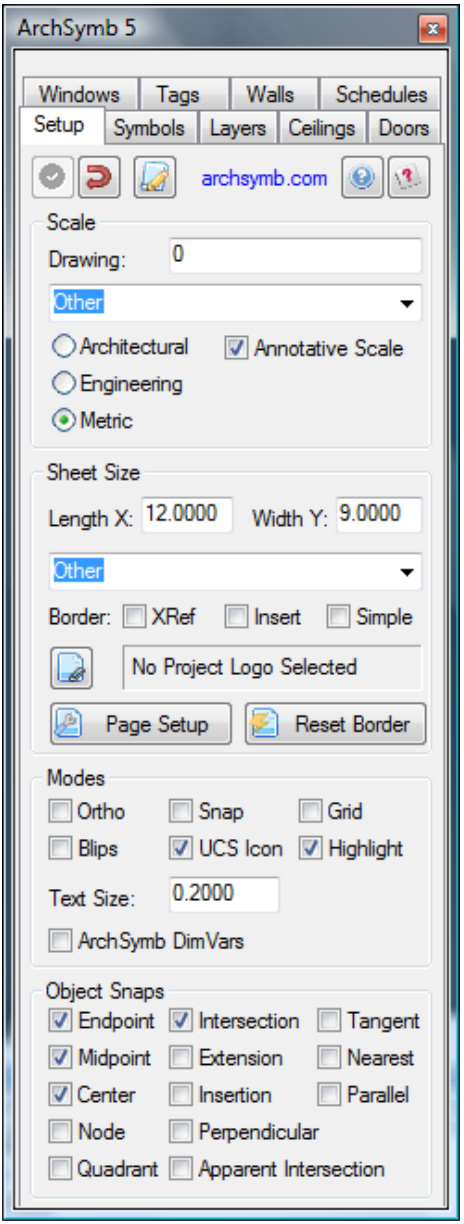
Correcting mistakes
You have several options when you want to correct a mistake or abandon a drawing experiment. In most cases you can type a command (such as ERASE) or pick it from the toolbar. Each of these functions is fully explained in the *AutoCAD Reference Manual*.

ERASE	This command will delete items from your drawing. Each entity is highlighted as you pick them; when you press ENTER, they are deleted.
OOPS	The last entity that you erase (or WBLOCK) are temporarily saved. This command brings them back.
U	This command will undo the most recent operation; you can undo as many as necessary.
UNDO	When you type this command followed by a number, it has the same effect as entering the same number of 'U' commands. The *AutoCAD Reference Manual* contains more information on this powerful command.
CANCEL	Use CANCEL (or press the ESC key) to interrupt a routine that has already begun.

The Terms *Enter, Click and Select*
These three terms refer to the ways of telling the program what to do.

- To *enter* something into your computer means to type it, or select it from a tool bar. In some cases a ENTER is required to complete the entry. Note: the ENTER key is also called RETURN or CR on some computers, or may be a hooked arrow.
- You *click* an object, word, or location by targeting it with your pointing device and pressing on the appropriate cursor button.
- We normally use *select* to mean picking an item on the screen with your pointing device.

Setting up a new drawing



When you begin a new drawing, you must first specify drawing scale and sheet size at the Setup Dialog Box. ArchSymb displays the dialog box whenever you begin a new drawing. You can change these settings at any time by selecting DDsetup from the pulldown or the ArchSymb toolbar.

- **SCALE:** The first area of the Setup Dialog Box presents options for drawing scale. Full scale is 1:1. When you instruct ArchSymb to draw a line 2' long at full scale, it will plot a 2' long line. Picking a scale determines a plotted scale factor. For example, if you pick ¼"=1'-0" scale, the scale factor will be 48 (4 x 12) units per foot. At this scale a 2' (24") line will plot ½" long. If you enter a value other than one of the presets the dialog box will display OTHER. For ArchSymb to work properly, you must fill in a scale other than 0 (zero). The scale factor you chose should be similarly determined by how you wish the final plotted drawing to look.
- **SHEET SIZE:** The next area presents you with options for sheet size, including the standard ANSI, ARCH and ISO sizes A-E. If you enter a value in either Length or Width other than one of the presets, the dialog box will display OTHER. The XRef Border is grayed out (cannot be selected) until you pick a standard sheet size with a border file template. You can select Simple Border, and this will

draw a Polyline at the limits of the sheet depending on the scale selected.

- **MODE:** The Modes area lets you toggle ON/OFF commonly used drawing modes. Select the modes that best suit your drawing preferences. These modes are real time, so you do not need to click the apply button. The Text Size and ArchSymb DimVars are not real time, you will need to click apply for these to occur.
- **OBJECT SNAPS:** The final area of the Setup tab is the Object Snaps. This is a quick reference to the running OSNAPS, they can be changed in real time and are not affected by the F3 toggle.

After all the settings are the way you want them for your drawing, select the OK button. If you do not see any of the default options that you use regularly in Scale, or Sheet Size ArchSymb 4 provides a set of customization routines. These routines can be access through ArchSymb Preferences. Refer to Customization later in this manual for detailed instructions.

Manipulating Layers

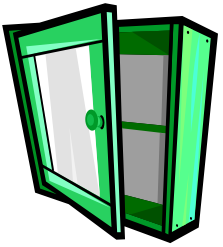
AIA layering guidelines are the basis for the ArchSymb layering system. ArchSymb uses a 7 pen layering system. Colors are used to assign pen weights for plotting. Layers are named in the following format:

```
Field 1 Construction Category
|  Field 2 Major Group
|  |        Field 3 Minor Group
|  |        |
X-XXXX-XXXX
```

A single letter designating the type of construction (i.e. Architectural, Structural, Mechanical, and Plumbing) represents the construction category. The hyphen following the construction category indicates this is new construction. The first hyphen is replaced by an 'X' for existing to be demolished, 'E' for existing to remain, 'F' for future, etc. Refer to Appendix 'E' for a complete listing of the most commonly used layer names used with ArchSymb.

Use AS4_LAYER to pick the layering system needed depending on the phase of your drawing (i.e. existing, new, demo). Be sure to use the layers best applicable for the task you are performing. The creation of new layers, not listed in Appendix 'E' or in the templates, should follow the AIA guidelines.

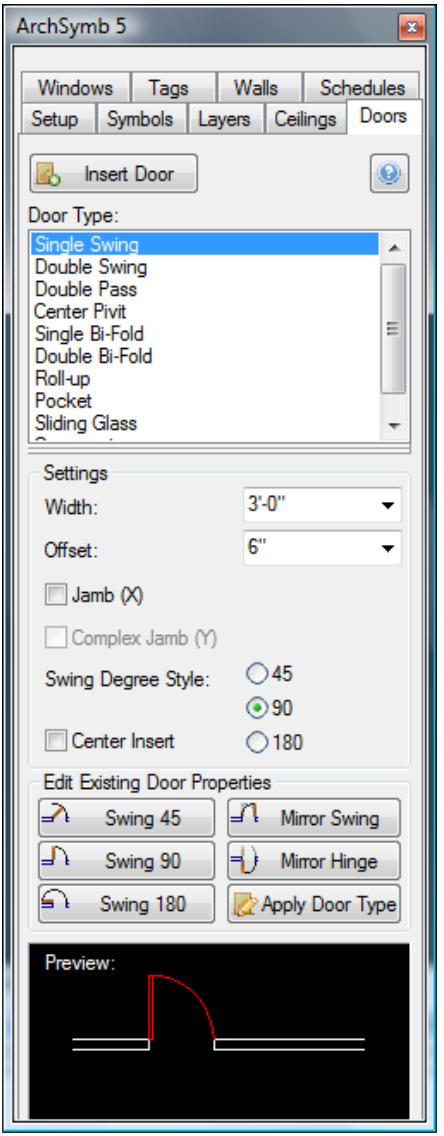
The chart in Appendix 'E' represents the standard layer colors with associated pen weights for a standard drawing. These standards have been applied in devising the layers available through Layer tab of the ArchSymb Manager.



Chapter 3 - DOORS and WINDOWS

Doors

Use this routine for inserting a door(s) into a wall. The steps listed below will place the symbol on the right layer and insert it with the correct orientation.



1. If necessary to help distinguish wall lines, zoom in on the area where you intend to place the symbol.
2. Enter the command DOORS at the command prompt. With ArchSymb you can type the command, select it from the ArchSymb|Utilities menu or the ArchSymb Utilities toolbar.
3. The ArchSymb Docker will appear.
4. Once you have adjusted the settings for the door to be inserted, click on the "Insert Door" button

The first prompt will ask you to select the offset point of the wall for the doors insertion. If you choose '<u>Center Insert</u>' then you will be prompted for the center of the door opening. You'll use the crosshairs (and the aperture box/ AutoSnap) to respond to the next prompt:

```
Select offset point:
```

The default OSNAP mode is set to INTsection and ENDPoint so you can pick the room corner and indicate its offset distance from that corner.

```
Select approximate strike
location:
```

Drag the crosshair (and the aperture box/AutoSnap) along the wall line to the approximate location of the strike

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point.

```
Select opposite face to be opened:
```

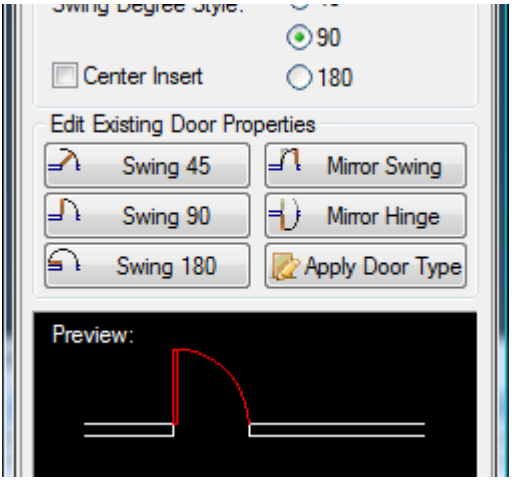
Drag the crosshair (and the aperture box) to select the wall line, opposite from the wall line you picked for the offset point and strike location. The routine will insert the door, trim out the wall lines and create a header layer that can then be turned off.

```
Processing complete.
```

Edit Doors

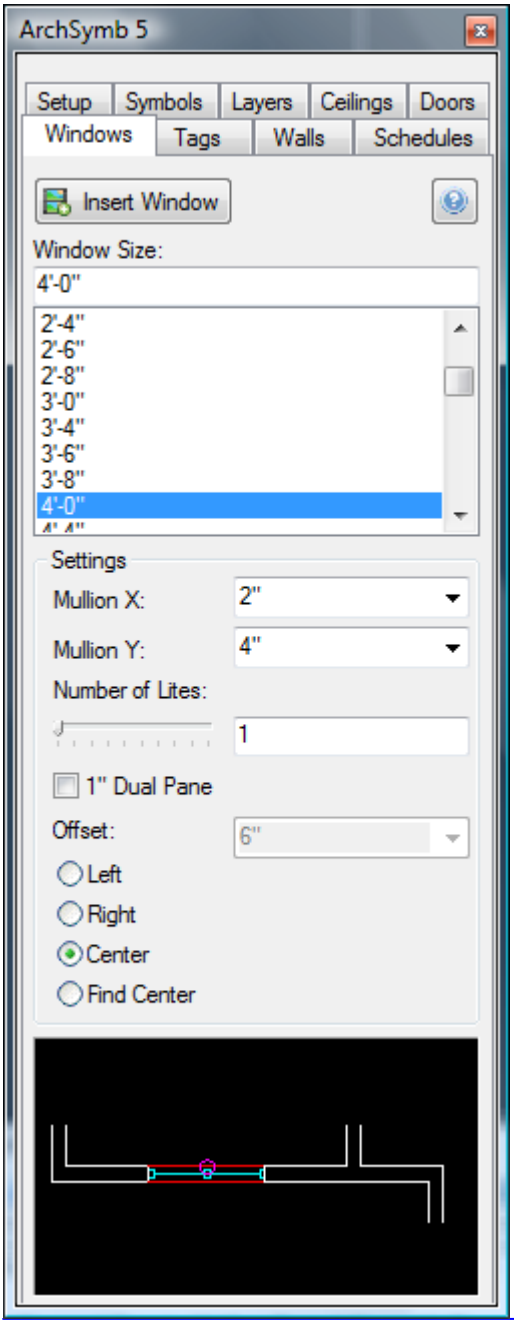
1. If necessary to help distinguish your doors, zoom in on the area where you intend to edit the door.
2. Enter the command D45 or DOORS at the command prompt. With ArchSymb you can type the command, select it from the ArchSymb|Util menu or the ArchSymb toolbar.
3. A dialog box will appear, you change any of the settings that are appropriate for your door that you want to modify.

Then click on the button "Select Door to apply changes" then click on any ArchSymb door to modify it.



Windows

Use this routine to provide automatic window and storefront creation in a wall.



The steps listed below will place the window and sills on the right layer and insert it with the correct orientation.

1. If necessary to help distinguish wall lines, zoom in on the area where you intend to place the symbol.
2. Enter the command DDWIN at the command prompt. With ArchSymb you can type the command, select it from the ArchSymb|Utilities menu or the ArchSymb Utilities toolbar.
3. A dialog box will appear, you change any of the settings that are appropriate for your window and then click Insert Window.
4. The first prompt will ask you to select the first line of the wall for the windows insertion. You'll use the crosshairs (and the aperture box/AutoSnap) to respond to the next prompt:

```
Select approximate
window location:
```

The point you pick is where the window will be inserted. At the next prompt you will select the opposite wall line.

```
Select opposite face
to be opened:
```

Drag the crosshair (and the aperture box/AutoSnap) to select the wall line, opposite from the wall line you picked for the first wall. If no errors are found in the

course of the routine, you will receive the following prompt.

```
Processing complete.
```

What are Tags?

Tags are notational symbols that are used to label and identify specific parts of a drawing. Since they don't have an intrinsic physical size like a door or a bathtub does, tags are scaled to be readable when plotted, independent of drawing scale.

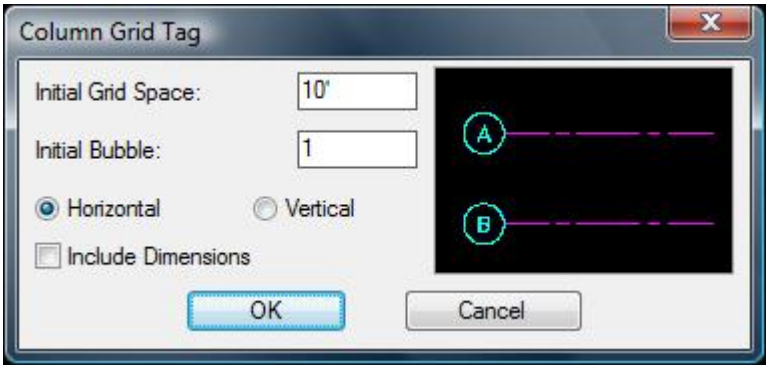
All of the Tags in ArchSymb 4 follow the National CAD Standards (NCS). If you have an older ArchSymb drawing you can access "ArchSymb 2" classic tags from the pulldown menu. You can

The tags are divided into two categories, first is 'Tags" which is used for notation and cross-referencing. The second is 'Titles' which include drawing titles, scale and revision symbols. Most tags include an attribute, which can be left blank and edited at later time or filled in at the time of insertion. Refer to '**CT**' (Change any Text) for easy editing of ArchSymb attributes.

Predefined Tags

Column Grid

Use this command to identify structural column grids for a building.



1. Select Column Grid from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Select the Grid Spacing (you can change this at any time while inserting each grid), Initial Bubble and whether you want a horizontal or vertical. If you want your column grid to draw the dimensions while it inserts them, check the selection in the dialog box.
3. Select a start point for your grid at the `Grid start point:` prompt. The command will then place the first column bubble.

4. If you selected horizontal you will drag to the right for your grid end point. If you selected vertical you will drag down for your grid end point. This will be the line length for each grid line.
5. At the `Select offset distance or [eXit] <10'>:` prompt, you can hit enter to accept the default distance, pick a point to override the distance or type an X to end the command.

Detail - Small

Use this command to identify drawing and sheet number for a detail.

1. Select Detail Cut from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Select an insertion point for the tag. You will see a ghost of the tag attach to your crosshair.
3. Enter the drawing and sheet number in the dialog box.
4. Draw a section cut line from the tag through your drawing. (Default OSNAP = QUAdrant so that the section cut line is attached to the symbol.)
5. Use the directional arrow indicate the direction of the detail cut.

Detail Bubbles

Use this command to identify drawing and sheet number for a large-scale plan. There a three type to choose from, Ellipse, Circle and Rectangle.

1. Select Large Scale (Circle, Ellipse & Rectangle) Bubble from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Point and click the lower left (or center for Circle or Ellipse) of the area to be identified by the Large Scale Bubble.
3. Drag the box to the upper right corner (or outer boundary for Circle or Ellipse) and click.
4. Drag the center connection line away from the Large Scale Bubble and click.
5. Continue to click the connection line until you want the Detail Tag at the end of the line; press ENTER to end the line.
6. Enter the drawing and sheet number in the dialog box.

Elevation – Interior Multiple

Use this command to identify drawing and sheet number for multiple interior elevations in a single room.

1. Select Elevation – Int Multiple from the ArchSymb|Tags menu or the ArchSymb toolbar. Select an insertion point for the tag. You will see a ghost of the tag attach to your crosshair.
2. Enter the drawing and sheet number in the dialog box.
3. Enter a rotation angle for the arrow (default = 0 degrees), type in the angle or dynamically with your pointer.

Elevation – Interior Single

Use this command to identify drawing and sheet number for an interior elevation.

1. Select Elevation Symbol from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Select an insertion point for the tag. You will see a ghost of the tag attach to your crosshair.
3. Enter the drawing and sheet number in the dialog box.
4. Enter a rotation angle for the tag's arrow (default = 0 degrees), type in the angle or dynamically with your pointer.

Elevation – Exterior

Use this command to identify drawing and sheet number for an exterior elevation.

1. Select Elevation Symbol from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Select an insertion point for the tag. You will see a ghost of the tag attach to your crosshair.
3. Enter the drawing and sheet number in the dialog box.
4. Enter a rotation angle for the tag's arrow (default = 0 degrees), type in the angle or dynamically with your pointer.

Section - Partial

Use this command to identify drawing and sheet number for a partial building or wall section.

1. Select Building Section from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Select an insertion point for the tag. You will see a ghost of the tag attach to your crosshair.
3. Enter the drawing and sheet number in the dialog box.
4. Enter a rotation angle for the arrow (default = 0 degrees), type in the angle or dynamically with your pointer.
5. Draw a section cut line from the tag (Default OSNAP = QUAdrant so that the section cut line is attached to the symbol.) drag the line for the other end and a small flag will be placed at the opposite end point.

Section - Building

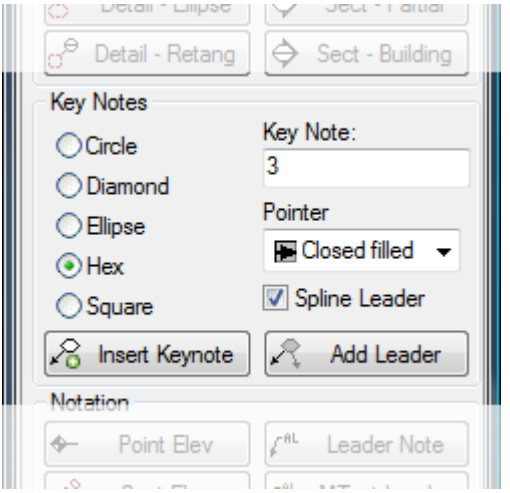
Use this command to identify drawing and sheet number for a building section.

1. Select Building Section from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Select an insertion point for the tag. You will see a ghost of the tag attach to your crosshair.
3. Enter the drawing and sheet number in the dialog box.

4. Enter a rotation angle for the arrow (default = 0 degrees), type in the angle or dynamically with your pointer.
5. Draw a section cut line from the tag (Default OSNAP = QUAdrant so that the section cut line is attached to the symbol.) drag the line for the other end and a section symbol will be placed at the opposite end point.

Key Notes

Use this command to place a keynote bubble with leader in your drawing.



1. Select Key Note from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. At the ArchSymb Docker select the bubble and pointer style, enter the keynote letter or number for the tag.
3. Click Insert Keynote.
4. Point and click at the drawing element to be marked, this will place the leader line start.
5. The tag appears attached to the crosshair; you are prompted for an insertion point. Drag the tag to its desired location and click for insertion.

Note: The spline option places a 'GRIP' at the midpoint of the leader. Use the ArchSymb command "**LK**" or click **Add Leader** to add additional leaders to an existing keynote bubble.

Leader

Use this command to create a leader. This command will create a new dimension style called MAL.

1. Select Leader Line from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Click the first point of the leader (the arrowhead end) at the Leader `start`: prompt.
3. Click the next endpoint of the leader (first arrowhead appears). You may enter any number of leader line segments at the `To point:` prompt.
4. Press ENTER to end the leader line.

Leader Note

Use this command to create a leader line that may have a note attached to it. This command will create a new dimension style called MAL.

1. Select Leader Note from the ArchSymb|Tags menu, the ArchSymb toolbar or type AL at the command prompt.
2. Click the first point of the leader (the arrowhead end) at the `Leader start:` prompt.
3. Click the next endpoint of the leader (first arrowhead appears). You may enter any number of leader line segments at the `To point:` prompt.
4. Press ENTER to end the leader line and begin typing the note. To end the note press ENTER on a blank `Text:` prompt line.

MultiTEXT Leader Note

Use this command to create a leader line that may have a note attached to it. This command uses the MTEXT, instead of the DTEXT command.

1. Type MAL at the command prompt.
2. Click the first point of the leader (the arrowhead end) at the `Leader start:` prompt.
3. Click the next endpoint of the leader (first arrowhead appears). You may enter any number of leader line segments at the `To point:` prompt.
4. Press ENTER to end the leader line
5. Drag the box away from the leader line to select the width of the note. Begin typing the note in the dialog box. To end the note, click OK.

Point Elevation

This command connects an elevation indicator to any part of your drawing by a horizontal leader line. Descriptive text may be placed above or below the leader.

1. Select Point Elevation from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Click first endpoint of the leader at the point to be marked (Default OSNAP = ENDpoint so that the connection line is attached to the drawing).
3. Drag the line away from the drawing (left or right) and click for the second endpoint and the placement of the tag.
4. Begin typing the note. To end the note press ENTER on a blank `Text:` prompt line.

Spot Elevations

Use this command to identify the site plan spot grade elevations.

1. Select Spot Elevations from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Enter the spot elevation at the command prompt or press ENTER to accept the default setting.
3. Select an insertion point for the tag.
4. Enter a rotation angle for the text by typing in the angle or dynamically picking it with your pointer.

Wall Type

Use this command to identify the wall type on a plan or section.

1. Select Wall Type from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Enter the wall type number in the dialog box.
3. Select an insertion point for the tag. You will see a ghost of the tag attach to your crosshair.
4. Draw the cut line from the tag through the wall.

Window Symbol

Use this command to identify a window frame type on a plan.

1. Select Window Symbol from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Select an insertion point for the tag. You will see a ghost of the tag attach to your crosshair.
3. Enter the Window frame type number in the dialog box.

Ceiling Type

Use this command to identify the ceiling type on a plan or section.

1. Select Ceiling Type from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Enter the ceiling type number in the dialog box.
3. Select an insertion point for the tag. You will see a ghost of the tag attach to your crosshair.

Ceiling Elevation

Use this command to identify the ceiling elevation on a plan.

1. Select Ceiling Elevation from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Enter the ceiling type number in the dialog box.
3. Select an insertion point for the tag. You will see a ghost of the tag attach to your crosshair.

Room Names

Use this command to identify a room name and number on a plan.

1. Select Room Names from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Select an insertion point for the tag. You will see a ghost of the tag attach to your crosshair.
3. Enter the room name, number, and finish keys in the dialog box.

Door Numbers

Use this command to identify a door number on a plan.

1. Select Door Number from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Select an insertion point for the tag. You will see a ghost of the tag attach to your crosshair.
3. Enter the door number and schedule inforamtion in the dialog box.

Predefined Titles

Barscale

Use this command to identify the drawing scale with a graphic symbol.

1. Select Bar Scale from the ArchSymb|Titles menu or the ArchSymb toolbar.
2. Select Barscale style [Engineering/Architectural]
3. Select an insertion point for the tag.
4. The tag is placed in the drawing based on the current DIMSCALE

Drawing Titles

Use this command to identify drawing number, title and scale.

1. Select Drawing Titles from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Select an insertion point for the tag. You will see a ghost of the tag attach to your crosshair.
3. Enter the Drawing Number, Drawing Title, and Drawing Scale in the dialog box.

Parametric Drawing Titles

Use this command to identify drawing number, title, and scale.

1. Select Parametric Drawing Titles from the ArchSymb|Titles menu or the ArchSymb toolbar.
2. Select an insertion point for the tag. You will see a ghost of the tag attach to your crosshair.
3. Enter the Drawing Number, Drawing Title, and Drawing Scale at the command prompt.

North Arrow

Use this command to identify north on your drawing.

1. Select North Arrow from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Click an insertion point for the north arrow. You will see a ghost of the tag attach to your crosshair.
3. Enter a rotation angle for the arrow (default = 0 degrees), type in the angle or dynamically with your pointer.

Note: To change the North Arrow style select ArchSymb|Tools|Options and then select 'A', 'B' or 'C'.

Revision Number

This command places a Revision delta on your drawing.

1. Select Revision Number from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Enter the Revision Number in the dialog box and click OK.
3. Select an insertion point for the tag. You will see a ghost of the tag attach to your crosshair.

Revision Box

This command places a Revision Cloud Box around a selected portion of your drawing.

1. Select Revision Box from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Point and click the lower left of the area to be identified by the Revision cloud Box.
3. Drag the box to the upper right corner and click.

Revision Cloud

This command places a Revision Cloud around a selected portion of your drawing.

1. Select Revision Cloud from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Change any of the Revision options by typing the first letter at the following prompt: `Arc length = 0.375, Arc style =`

```
Standard, Revision Tag = Yes [Arc length/
Style/Tag]:
```

3. Pick a start point and guide the crosshairs in a counterclockwise direction to produce a convex cloud shape.
4. If you set Revision Tag to YES, you will then place the delta symbol and enter the revision number in the dialog box.

Shadow Box

This command places a Shadow Box around a selected portion of your drawing.

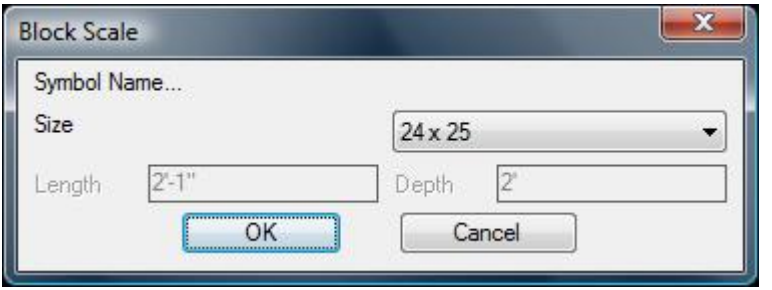
1. Select Show Box from the ArchSymb|Tags menu or the ArchSymb toolbar.
2. Pick the upper left corner base point of the shadow box.
3. Pick lower right corner of the shadow box.

Appliances

Since many of the appliances are inserted in a similar manner, they are grouped together and the procedure only explained once. Such appliances are listed in this section as Appliances I. Appliances II are described later in this chapter. To locate instructions on a particular appliance, check the index to this manual.

APPLIANCES I

Dishwasher
Dishwasher Under
Dishwasher Convert
Oven
Range
Range Hi Low
Refrig Standard
Refrig Side by Side
Refrig Compact
Cook Top
Grill
Kitchen Unit
Microwave
Trash Compactor
Washer
Dryer
Wash/Dry Stacked



SD Graphics ©2008

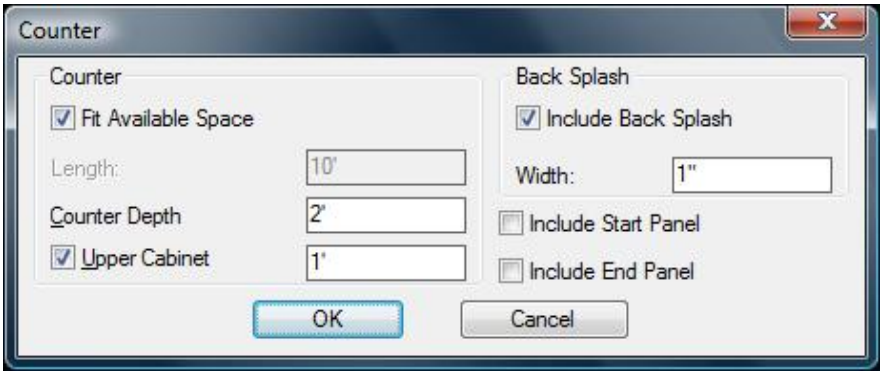
These symbols are all inserted in the same manner. Each of these symbols will be placed on the correct layer. After you have picked the appropriate item from ArchSymb|Appliances menu, follow these steps:

1. Select the block size from the dialog box (pick a size even if the correct one is displayed in the dialog, to ensure that any previous dimensions are overwritten). If you select OTHER, you will need to type the size of the block in the dialog box.
2. Select an insertion point for the appliance. You will see a ghost of the appliance attach to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
3. Enter a rotation angle for the appliance (default = 0 degrees), type in the angle or dynamically with your pointer.
4. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

APPLIANCE II

Counter

1. Select Counter from the ArchSymb|Appliances.



2. Select the counter, splash, and overhead cabinet from the dialog box. If you don't want your counter to draw the splash or overhead cabinet uncheck the selection in the dialog box.

3. Pick the start and ending points of the counter.
4. Indicate the depth direction – the direction from the back to the front of the counter.

Fan

1. Select Fan from the ArchSymb|Appliances.
2. Select an insertion point for the Fan. You will see a ghost of the Fan attached to your crosshair.
3. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

Note: To assure readability, this symbol is treated as notation and printed the same size regardless of drawing scale. Even though it may appear too large or too small on the screen, it is always a standard, readable size when printed.

Toaster

1. Select Toaster from the ArchSymb|Appliances.
2. Select an insertion point for the Toaster. You will see a ghost of the Toaster attached to your crosshair.
3. Next you will be prompted for the Insert options [Copy/Move/Rotate/ Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

Electrical

To assure readability, electrical symbol is treated as notation and printed the same size regardless of drawing scale. Even though a symbol may appear too large or too small on the screen, it is always a standard, readable size when printed.

Where several devices are inserted in a similar manner, they are grouped together and the procedure only explained once. Such devices are listed in this section, as Electrical I. Electrical II is described later in this chapter. To locate instructions on a particular appliance check the index to this manual.

ELECTRICAL I

Bell
J Box
Data Jack
Data/Telephone
Telephone Floor Jack
Telephone Jack
Television Jack

Thermostat
Phone Booth
Receptacle - Duplex
Receptacle - Floor
Receptacle - GFI
Receptacle - Quadplex
Receptacle - Single
Receptacle - Waterproof
Receptacle - 220v
Speaker
Switch - 1 Pole
Switch - 3 Way
Switch - 4 Way
Switch - Dimmer
Switch - GFI
Switch - Time Clock
Switch - Waterproof

These symbols are all inserted in the same manner. Each of these symbols will be placed on the correct layer. After you have picked the appropriate item from ArchSymb|Electrical menu, follow these steps:

1. Select an insertion point for the electrical symbol. You will see a ghost of the electrical symbol attached to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
2. Enter a rotation angle for the appliance (default = 0 degrees), type in the angle or dynamically with your pointer.
3. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change the option or press ENTER when done.

ELECTRICAL II

Conduit

1. Select Conduit from the ArchSymb|Electrical menu.
2. Pick the starting point of the conduit.
3. Pick the second point to create a rubber-band line.
4. Pick the endpoint of the arc.
5. You may add more arcs to the conduit by answering YES to the next prompt: `Do you want to continue the conduit? Yes/<No>:` To end the command press ENTER.

Panel

1. Select Panel from the ArchSymb|Electrical menu.
2. Pick the lower left corner of the panel box.
3. Enter the length of the panel.
4. Enter the width of the panel.
5. Enter a rotation angle for the panel (default = 0 degrees), type in the angle or dynamically with your pointer.

Furniture

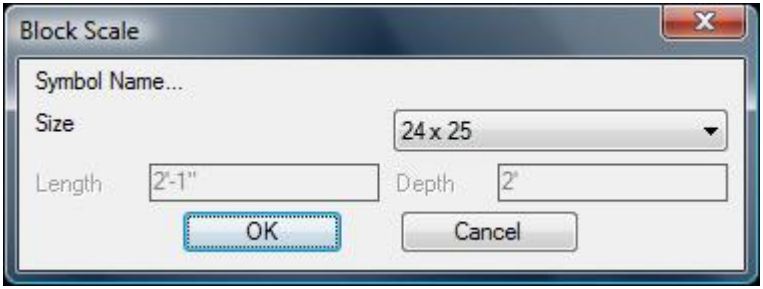
Since many of the furniture symbols are inserted in a similar manner, they are grouped together and the procedure only explained once. Such furniture symbols are listed in this section as Furniture I. Furniture II is described later in this chapter. To locate instructions on a particular furniture symbol check the index to this manual.

FURNITURE I

Bed
Bunk bed
Love Seat
Night Table
Sofa
Sofa, Modular Mid
Sofa, Modular End
Chair - Dining Curved
Chair - Dining Curved Under
Chair - Dining Side
Chair - Dining Side Under
Chair - Dining Tapered
Chair - Dining Tapered Under
Chair - Guest Arm
Chair - Guest Arm Under
Chair - Guest Swivel
Chair - Guest Swivel Under
Chair - Lounge Circular
Chair - Lounge Rectangular
Chair - Exec Curved
Chair - Exec Curved Under
Chair - Exec Retang
Chair –Exec Retang Under
Chair –Pair Guest Arm

Chair –Pair Guest Swivel
Chair –Secretary
Chair –Secretary Under
Desks/Tables - Desk Left Pedestal
Desks/Tables - Desk Right Pedestal
Desks/Tables - Desk Both Pedestal
Desks/Tables - Desk Simple
Desks/Tables - Desk Left Return
Desks/Tables - Desk Right Return
Desks/Tables - Table - Rectangular
Desks/Tables - Table - Round
Desks/Tables - Conference Table
Equipment - Copier
Equipment – Vending Machine
File/Case/Cred - Book Case
File/Case/Cred - 2 Drawer Cadenza
File/Case/Cred - 4 Drawer Cadenza
File/Case/Cred - File Cabinet
File/Case/Cred – Flat File
Panel – 2”
Panel – 2 ½”
Panel – 3”
Panel – Square Post
Plants – A thru F

These symbols are all inserted in the same manner. Each of these symbols will be placed on the correct layer. After you have picked the appropriate item from ArchSymb|Furniture menu, follow these steps:



1. Select the block size from the dialog box (pick a size even if the correct one is displayed in the dialog, to ensure that any previous dimensions are overwritten). If you select OTHER you will need to type the size of the block in the dialog box.
2. Select an insertion point for the furniture symbol. You will see a ghost of the furniture symbol attach to your crosshair. Enter

coordinates, use OSNAP menu, or pick a point directly.

3. Enter a rotation angle for the furniture symbol (default = 0 degrees), type in the angle or dynamically with your pointer.
4. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

FURNITURE II

Box

1. Select Box from the ArchSymb|Furniture menu.
2. Pick the start point of the box.
3. Locate Diagonal Point of the box.
4. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

Computer & Typewriter

After you have picked the appropriate item from ArchSymb|Furniture menu, follow these steps:

1. Select an insertion point for the symbol. You will see a ghost of the symbol attach to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
2. Enter a rotation angle for the symbol (default = 0 degrees), type in the angle or dynamically with your pointer.
3. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

Panel - Curved

After you have picked the appropriate item from ArchSymb|Furniture menu, follow these steps:

1. Select an insertion point for the symbol. You will see a ghost of the symbol attach to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
2. Enter a rotation angle for the symbol (default = 0 degrees), type in the angle or dynamically with your pointer.
3. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

Lighting & Ceilings

To assure readability, certain lighting symbols are treated as notation and printed the same size regardless of drawing scale. Even though a symbol may appear too large or too small on the screen, it is always a standard, readable size when printed.

Where several devices are inserted in a similar manner, they are grouped together and the procedure only explained once. Such devices are listed in this section, as Lighting I. Lighting II is described later in this chapter. To locate instructions on a particular symbol check the index to this manual.

LIGHTING I

Emergency Exit Sign
Emergency 1 Lamp
Emergency 2 Lamp
Exit Ceiling
Exit Wall Mounted
Fluorescent Light
Fluorescent – Emergency
Fluorescent – Night Light
Fluorescent – 1x4
Fluorescent – 2x2
Fluorescent – 2x4
Recessed Down Light
Spot – Wall Mounted
Spot – Ceiling
Surface Mounted
Wall Mounted
Mechanical – Heat Detector
Mechanical – Smoke Detector
Mechanical – Sprinkler

These symbols are all inserted in the same manner. Each of these symbols will be placed on the correct layer. After you have picked the appropriate item from ArchSymb|Light & Ceiling menu, follow these steps:

1. Select an insertion point for the light symbol. You will see a ghost of the light symbol attach to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.

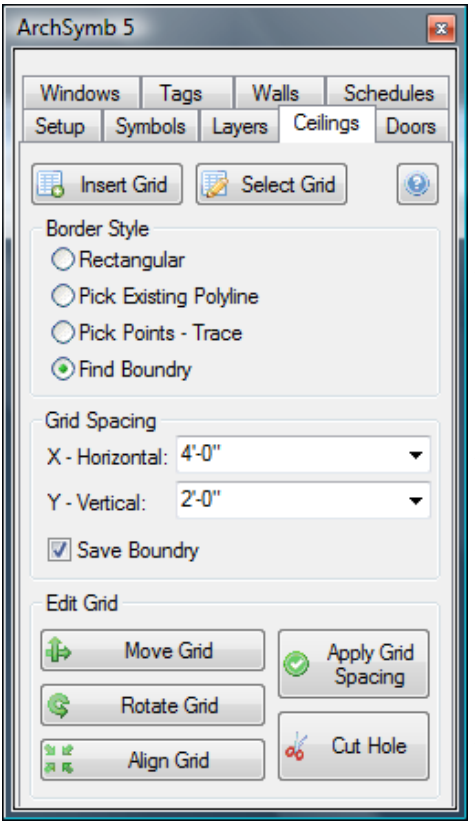
2. Enter a rotation angle for the light symbol (default = 0 degrees), type in the angle or dynamically with your pointer.
3. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

LIGHTING II

Ceiling Grid

Use this command to draw a ceiling grid for a predefined space.

1. Select Ceiling Grid from the ArchSymb| Light & Ceiling menu.



2. Define the boundary base on the boundary style you select:
   - **Rectangular** - Pick the start point of the box, then Locate Diagonal Point of the box.
   - **Pick Existing Polyline** - Select an existing closed polyline for the ceiling grid.
   - **Pick Points (trace)** - Define the boundary of the space by picking each corner of the desired space in succession boundary by . You will close the boundry by pressing pressing RETURN.
   - **Find Boundry** - Define the boundary of the space by picking a point inside of the space. The routine will then scan for the boundary edges and draw a polyline around the space.
   - **Save Boundry Toggle** – If you wish to edit the grid at future time you will need to save the boundry.
3. Select the Grid Spacing, this will create 2 hatch patterns, one in the Y and the other in the X.
4. CLICK on the Insert Grid button.
5. You are then prompted to `Select box to find center of room:`
6. Select the first corner, then the opposite corner. This will determine the approximate center of the room, and it will also be the base point for the start of the ceiling grid.

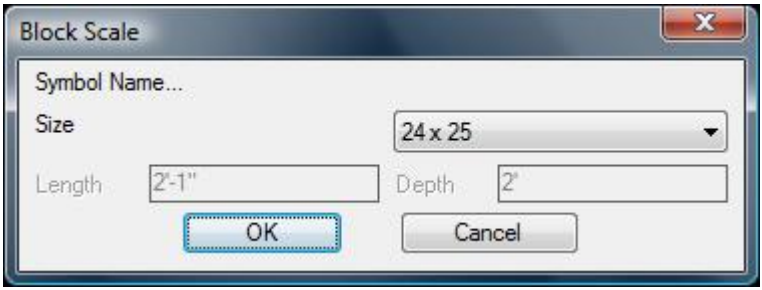
Edit Ceiling Grid

At any time you can adjust an existing Grid. ArchSymb will use the last Grid created in the current session if nothing is selected. To adjust an existing previous Grid, CLICK on the Select Grid button and then select how you want to edit the grid.

1. Click the "Select Ceiling Grid" button, if you do not it will edit the last grid inserted.
2. Select an existing ceiling grid or boundary.
3. Select the option that best suites your adjustment. The dialog box will remain floating after each adjustment until you click the close button.

Access Panel
Ceiling Fan
Diffuser – Supply
Diffuser – Return
Diffuser – Exhaust Fan

All of these symbols are all inserted in the same manner. Each of the symbols will be placed on the correct layer. After you have picked the appropriate item from ArchSymb|Light & Ceiling menu, follow these steps:



1. Select the block size from the dialog box. If you select OTHER you will need to type the size of the block in the dialog box.
2. Select an insertion point for the diffuser symbol. You will see a ghost of the diffuser symbol attach to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
3. Enter a rotation angle for the diffuser symbol (default = 0 degrees), type in the angle or dynamically with your pointer.
4. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

Fluorescent Strip

After you have picked the Fluorescent Strip item from ArchSymb|Light

& Ceiling menu, follow these steps:

1. At the command prompt enter the Length of the fixture.
2. Select an insertion point for the light symbol. You will see a ghost of the light symbol attach to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
3. Enter a rotation angle for the light symbol (default = 0 degrees), type in the angle or dynamically with your pointer.
4. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

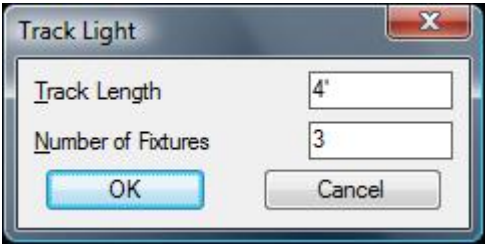
Fluorescent Box

After you have picked the Fluorescent Box item from ArchSymb|Light & Ceiling menu, follow these steps:

1. At the command prompt enter the Length of the fixture.
2. Then enter the Depth of the fixture.
3. Select an insertion point for the light symbol. You will see a ghost of the light symbol attach to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
4. Enter a rotation angle for the light symbol (default = 0 degrees), type in the angle or dynamically with your pointer.
5. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

Track Light

1. Select Track Light from the ArchSymb| Light & Ceiling menu.
2. Select the track length and number of track light fixtures from the dialog box.



3. ArchSymb will draw the track light at the center of your screen. Drag the symbol to the desired location on your drawing and click for insertion.
4. Drag-rotate the symbol to the proper orientation or type in the rotation angle at the keyboard.

Plumbing

Since many of the plumbing symbols are inserted in a similar manner, they are grouped together and the procedure only explained once. Such plumbing symbols are listed in this section, as Plumbing I and II. Plumbing III is described later in this chapter. To locate instructions on a particular plumbing symbol check the index to this manual.

PLUMBING I

Bidet
Urinal
Water Closet - Tank
Water Closet - Flush Valve
Water Closet - Wall Hung Std
Water Closet - Wall Hung King
Water Closet - Residential One Piece
Water Closet - Residential Two Piece
Accessories - Dispenser Fem/Nap
Accessories - Dispenser Seat Cover
Accessories - Dispenser Soap
Accessories - Dispenser Towel
Accessories - Dispenser TP
Accessories - Feminine Nap Disposal
Accessories - Medicine Cabinet
Accessories - Towel Bar
Fixtures - Faucet
Fixtures – Floor Cleanout
Fixtures - Gas Valve
Fixtures - Hose Bibb
Fixtures - Trap
Fountains - Circular
Fountains - Handicapped
Fountains – Hi-Lo
Fountains - Regular
Fountains - Recessed
Fountains - Semi-Recessed

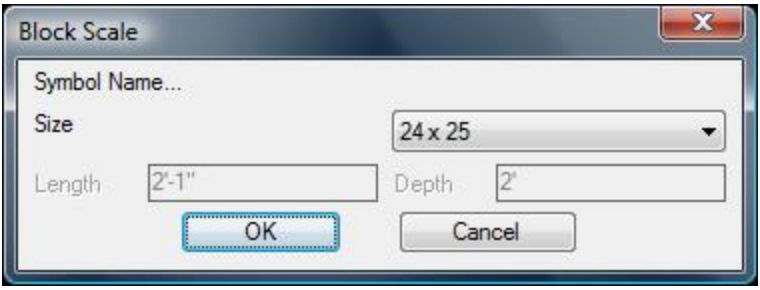
These symbols are all inserted in the same manner. Each of these symbols will be placed on the correct layer. After you have picked the appropriate item from ArchSymb|Plumbing menu, follow these steps:

1. Select an insertion point for the plumbing fixture. You will see a ghost of the plumbing fixture attach to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
2. Enter a rotation angle for the plumbing fixture (default = 0 degrees), type in the angle or dynamically with your pointer.
3. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

PLUMBING II

Bath Tub
Deluxe Bath Tub
Roman Tub
Shower
Shower Seat Right
Shower Seat Left
Tub & Spa
Accessories – Corner grab Bar
Accessories – Shower Rod
Sink - Double
Sink - Floor Corner
Sink - Floor Rectang
Sink – Kitchen Double
Sink – Kitchen Triple
Sink - Single
Sink - Triple
Sink – 2 Person Gang
Sink – 3 Person Gang
Lavatory - Corner
Lavatory - Handicapped
Lavatory - Oval
Lavatory – Rectangular

These symbols are all inserted in the same manner. Each of these symbols will be placed on the correct layer. After you have picked the appropriate item from ArchSymb|Plumbing menu, follow these steps:

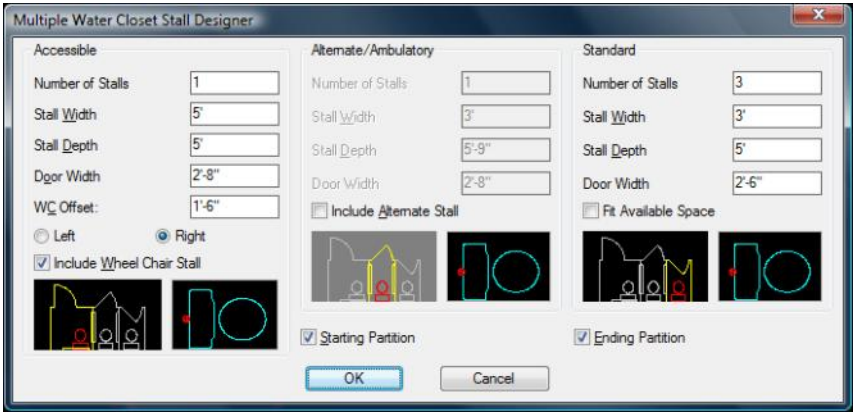


1. Select the block size from the dialog box. If you select OTHER you will need to type the size of the block in the dialog box.
2. Select an insertion point for the plumbing fixture. You will see a ghost of the plumbing fixture attach to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
3. Enter a rotation angle for the plumbing fixture (default = 0 degrees), type in the angle or dynamically with your pointer.
4. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

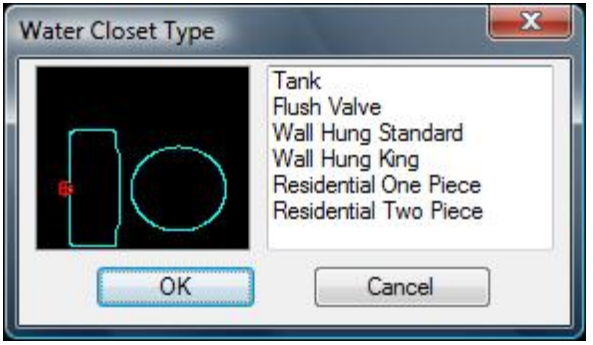
PLUMBING III

Multiple WC Stall Designer

This command constructs an entire row of toilet stalls. The default dimensions for the Accessible and Alternate stalls are set by the Americans with Disabilities Act (ADA) Guidelines.



The dialog box is divided into three parts: Accessible, Alternate and Standard. Accessible and Alternate can be disabled by unchecking the option, standard is disabled by entering a value of ZERO (0). To change the Water Closet type, click on the image and select the type from the dialog box.

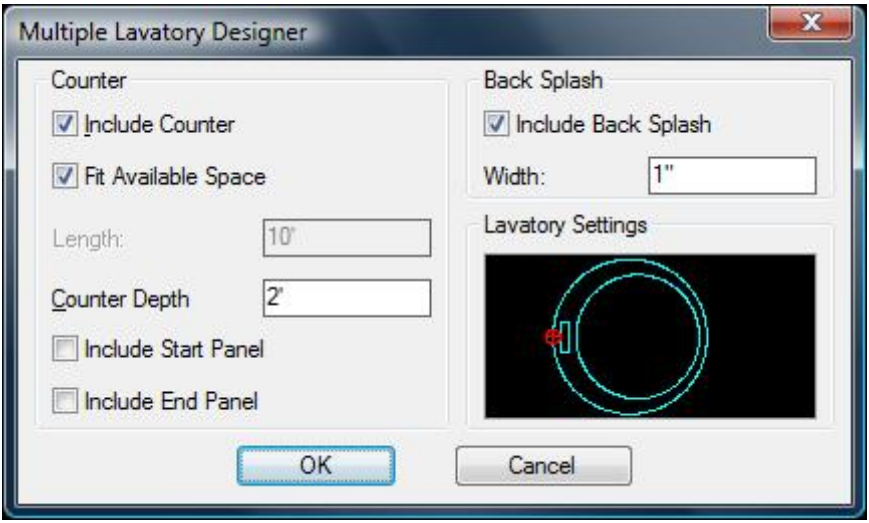


1. Select Multiple WC Stall from the ArchSymb|Plumbing menu or toolbar.
2. Enter the dimensions and number of stalls in the dialog box. If you don't want a starting or ending partition uncheck the selection in the dialog box. Select the Water Closet Type from the icon menu.
3. Pick the start and ending points of the stalls.

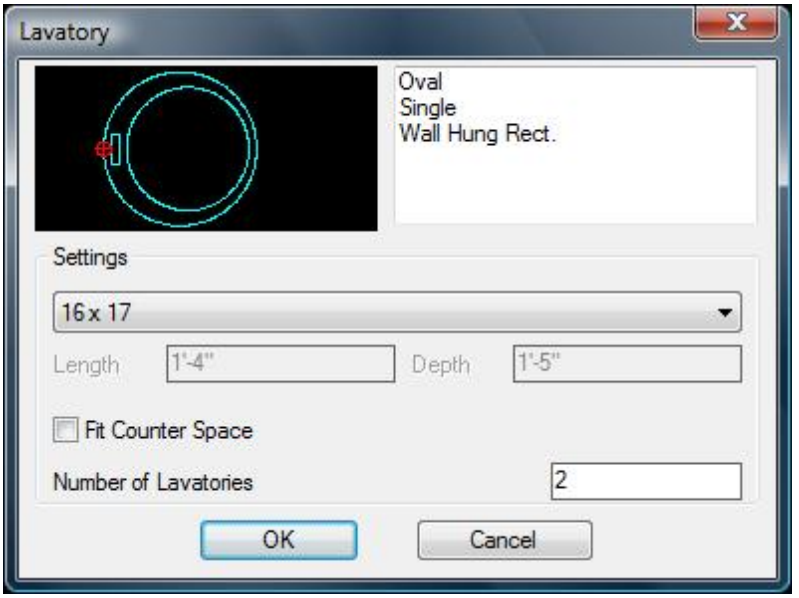
4. Indicate the depth direction – the direction from the back wall to the front of the stalls.

Multiple Lavatory Designer

This command constructs counter with a row of lavatories. Optional back splashes may also be included as well as the counter for placing a series of wall hung lavatories.

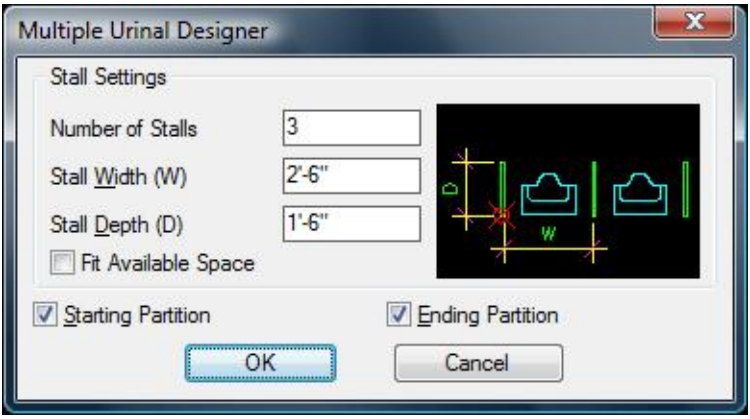


The dialog box is divided into three parts: Counter, Black Splash and the Lavatory Settings. To change the Lavatory type, click on the image and select the type from the dialog box.



1. Select Multiple Lavatory from the ArchSymb|Plumbing menu or toolbar.
2. Enter the dimensions and number of lavatories in the dialog box. If you want a starting or ending panel check the selection in the dialog box. Select the Lavatory Type, size and count from the image button.
3. Pick the start and ending points of the counter.
4. Indicate the depth direction – the direction from the back wall to the front of the counter.

Multiple Urinal Designer
This command constructs an entire row of urinal stalls.



5. Select Multiple Urninals from the ArchSymb|Plumbing menu or toolbar.
6. Enter the dimensions and number of stalls in the dialog box. If you don't want a starting or ending partition uncheck the selections in the dialog box.
7. Pick the start and ending points of the stalls, this is the selection along the wall.
8. Indicate the depth direction – the direction from the back wall to the front of the stalls.

Accessories - Grab Bar

1. Select Grab Bar from the ArchSymb|Plumbing|Accessories menu or toolbar.
2. Enter the length of the grab bar.
3. Pick the corner closest to the desired location for the grab bar.
4. Enter the offset distance of the grab bar from the picked corner.
5. Enter a rotation angle for the grab bar (default = 0 degrees), type in the angle or dynamically with your pointer.
6. If the grab bar is on the inside of the wall type Y (for YES) to have ArchSymb mirror the grab bar or N (for NO) to leave the grab bar at the current position.

Fixtures - Water Heater
Floor Drain Round
Floor Drain Rectang

1. Enter the Diameter of the block at the command prompt.
2. Select an insertion point for the plumbing fixture. You will see a ghost of the plumbing fixture attach to your crosshair. Enter

coordinates, use OSNAP menu, or pick a point directly.

3. Enter a rotation angle for the plumbing fixture (default = 0 degrees), type in the angle or dynamically with your pointer.
4. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

Site

Since many of the site symbols are inserted in a similar manner, they are grouped together and the procedure only explained once. Such site symbols are listed in this section, as Site I. Site II is described later in this chapter. To locate instructions on a particular site symbol, check the index to this manual.

SITE I

Boats - Canoe
Boats - Row
Boats - Sail
Boats - Speed
Fire Hydrant
Highway - Interstate
Highway - State
Highway - U.S.
Sports - Baseball
Sports - Basketball
Sports - Football
Sports - Pool 25 Yard
Sports - Pool 50m
Sports - Soccer
Sports - Tennis
Sports - Track 400m
Vehicles - Bus
Vehicles - Compact
Vehicles - Full
Vehicles - Generic
Vehicles - Mid-size
Vehicles - Panel
Vehicles - Pickup
Vehicles - Semi Truck
Vehicles - Sports
Vehicles - Station Wagon
Vehicles - Sub Compact
Vehicles - Van
Traffic Control – 2 way Arrow
Traffic Control – Left Arrow
Traffic Control – Right Arrow
Traffic Control – Straight Arrow
Traffic Control – Straight+Left Arrow

Traffic Control – Straight+Right Arrow

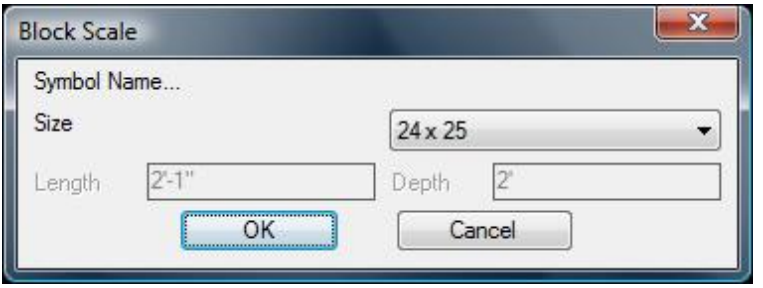
These symbols are all inserted in the same manner. Each of these symbols will be placed on the correct layer. After you have picked the appropriate item from ArchSymb|Site menu, follow these steps:

1. Select an insertion point for the site symbol. You will see a ghost of the site symbol attach to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
2. Enter a rotation angle for the site symbol (default = 0 degrees), type in the angle or dynamically with your pointer.
3. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

SITE II

Bollard Round
Bollard Square

These symbols are all inserted in the same manner. Each of these symbols will be placed on the correct layer. After you have picked the appropriate item from ArchSymb|Site menu, follow these steps:

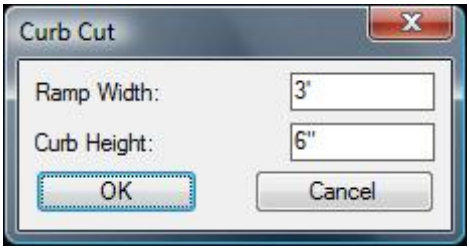


1. Select the block size from the dialog box. If you select OTHER you will need to type the size of the block in the dialog box.
2. Select an insertion point for the bollard. You will see a ghost of the bollard attach to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
3. Enter a rotation angle for the bollard (default = 0 degrees), type in the angle or dynamically with your pointer.
4. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

Curb Cut

Use this command to draw an ADA compliant curb cut. All the dimensions are automatically calculated based on a slope of 1:12 for the ramp and 1:10 for the side slopes. After you have picked the Curb Cut item from ArchSymb|Site menu, follow these steps:

1. Enter the ramp width and curb height in the dialog box.



2. Pick the start points of the curb cut.
3. Enter a rotation angle for the curb cut, type in the angle or dynamically pick it with your pointer.
4. Indicate the depth direction – the direction from the curb edge to the top of the ramp.

Line Label

Use this command to break a line and enter any letter or group of letters. ArchSymb leaves a space before and after the string of letters that you specify. Polylines (see the AutoCAD Reference Manual) must be exploded before using the line label.

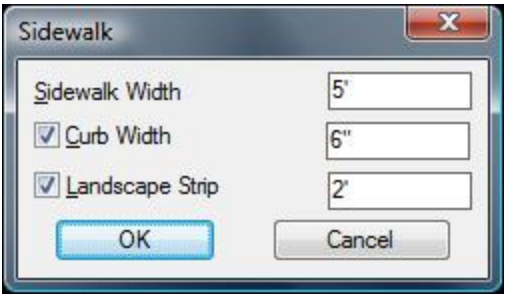
After you have picked the Line Label item from ArchSymb|Site menu, follow these steps:

1. Enter the characters that you want to insert.
2. Pick the line you want to add the label to. Line label will then place the text in the middle of the line.

Walk

Use this command to draw a sidewalk. All dimensions are entered at the dialog box.

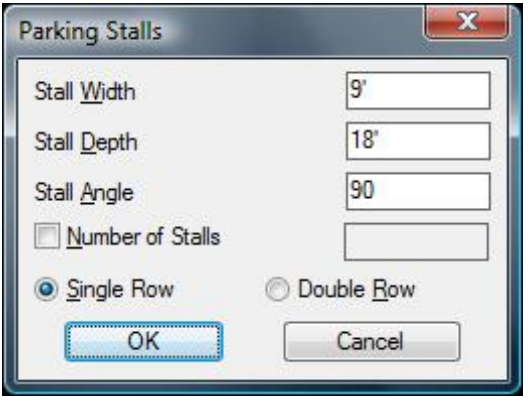
1. Enter a Sidewalk width in the dialog box.
2. Enter a Curb width in the dialog box. If you do not want a curb, uncheck the toggle box next to curb width.



3. Enter a Landscape Strip width in the dialog box. If you do not want a landscape strip uncheck the toggle box next to it.
4. Draw the curb line. When you are done press ENTER on the keyboard.
5. Select which side the sidewalk is on and ArchSymb will then draw the sidewalk.

Parking

Use this command to lay out rows of parking spaces ("stalls"). ArchSymb sets the default stall size to 9'x18' at an angle of 90 degrees. To change the default settings, change them in the dialog box at the beginning of the command.



You have two options for laying out the striping:

- You can select starting and ending points and let ArchSymb fill the intervening space with stalls.
- Select a starting point and a direction and indicate the number of stalls that you want drawn.

Either way, the two points that you initially enter determine the orientation of the rows of stalls.

Defining the Size and Angle of the Stalls

1. Enter the width, depth and angle of the stall in the dialog box.
2. To draw a preset number of spaces, check the box and enter a number. If you want ArchSymb to calculate the number of spaces, leave the box unchecked.
3. Select Single or Double Rows from the dialog box.

Start Point – End Point

1. If you left the Number of spaces box unchecked follow these steps. Select a starting point.
2. Select an ending point.
3. ArchSymb draws the number of whole spaces that fit between the points.

Start Point – Number of Spaces

1. If you checked the box Number of Spaces and entered a number, follow these steps. Select a starting point.
2. Indicate a direction.
3. ArchSymb will draw the predetermined number of spaces.

Wheelchair Access
Trees A through P
Shadow (tree)

All of these symbols are all inserted in the same manner. Each of the symbols will be placed on the correct layer. After you have picked the appropriate item from ArchSymb|Site menu, follow these steps:

1. At the command prompt enter the Diameter for Trees or the Depth for Wheelchair Access.
2. Select an insertion point for the symbol. You will see a ghost of the symbol attach to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
3. Enter a rotation angle for the symbol (default = 0 degrees), type in the angle or dynamically with your pointer.
4. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

Structural

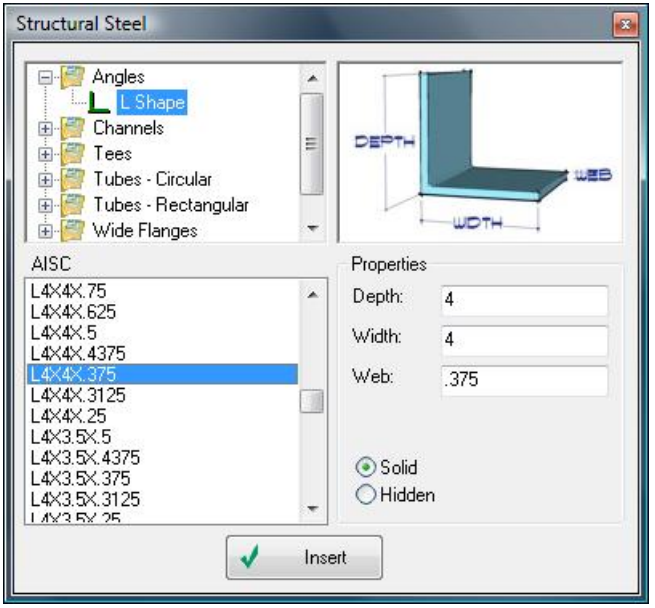
This section of ArchSymb has its own method for inserting symbols. Instead of expecting you to drag a symbol to an insertion point, ArchSymb first draws the symbol parametrically at the center of the screen. You can then drag the symbol to its desired insertion point.

Structural Steel Shapes

All of these symbols are all inserted in the same manner, using the same dialog box. Each of the symbols will be placed on the correct layer. Enter dimensions from the keyboard in the dialog box or choose the size from the AISC list.

Angle
Channel
Tee
Tube - Circular
Tube - Rectangular
Wide Flange

1. Select the appropriate steel shape from the ArchSymb|Structural menu.



2. Select solid or hidden (dashed) line type for the symbol.
3. Enter the dimensions of the steel shape or select the AISC button and choose a predefined size
4. ArchSymb will draw the steel shape at the center of your screen. Drag the symbol to the desired location on your drawing and click for insertion.
5. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

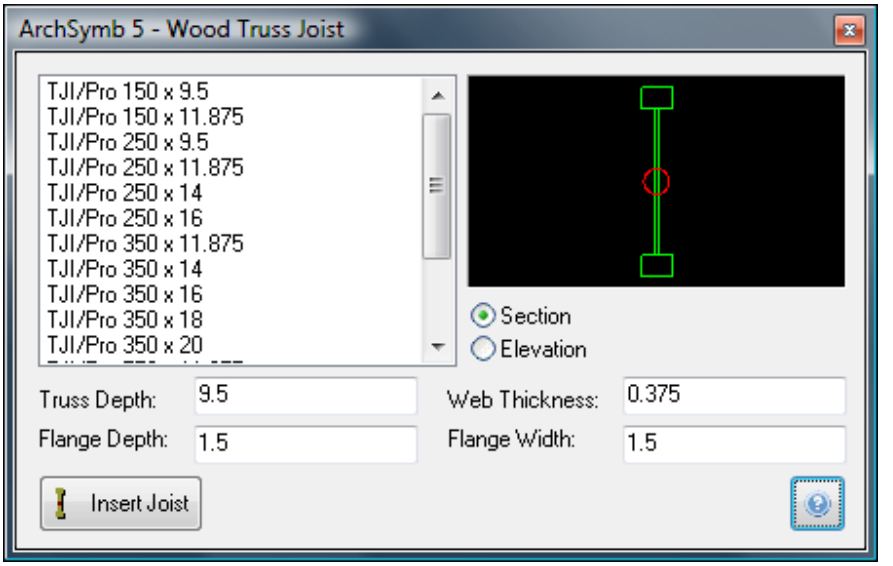
Concrete Column

1. Select Concrete Column from the ArchSymb|Structural menu.
2. Enter solid or hidden (dashed) line type for the symbol at the command prompt.
3. Enter the width of the concrete column.
4. Enter the depth of the concrete column.
5. Enter the corner chamfer distance.
6. ArchSymb will draw the concrete column at the center of your screen. Drag the symbol to the desired location on your drawing and click for insertion.
7. Drag-rotate the symbol to the proper orientation or type in the rotation angle at the keyboard.

Wood Member

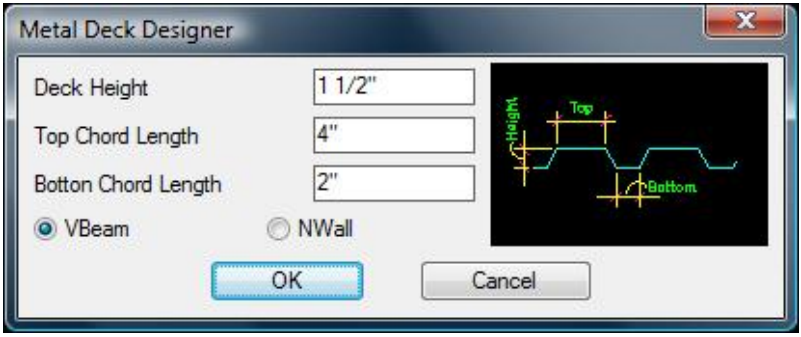
1. Select Wood Member from the ArchSymb|Structural menu.
2. Enter solid or hidden (dashed) line type for the symbol at the command prompt.
3. Enter the width of the wood member.
4. Enter the depth of the wood member.
5. ArchSymb will draw the wood member at the center of your screen. Drag the symbol to the desired location on your drawing and click for insertion.
6. Drag-rotate the symbol to the proper orientation or type in the rotation angle at the keyboard.

Wood Truss Joist



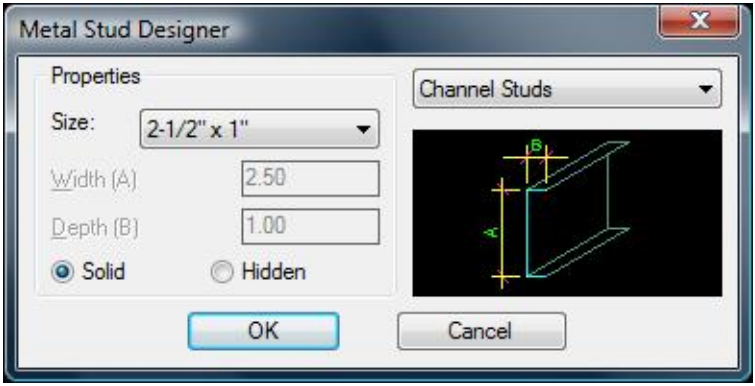
1. Select Wood Truss from the ArchSymb|Structural menu or toolbar.
2. Select any of the pre-designed sizes or edit the individual properties, also choose the section or elevation.
3. Click on the “Insert Joist” button.
4. If you selected elevation pick a start point and length, if you selected section pick the middle of joist.

Metal Deck



1. Select Metal Deck from the ArchSymb|Structural menu.
2. Select which type of metal deck Vbeam or Nwall
3. Enter the metal deck height, chord length and the bottom chord length
4. Pick the start point of the metal deck.
5. Pick the end point of the metal deck.

Metal Studs



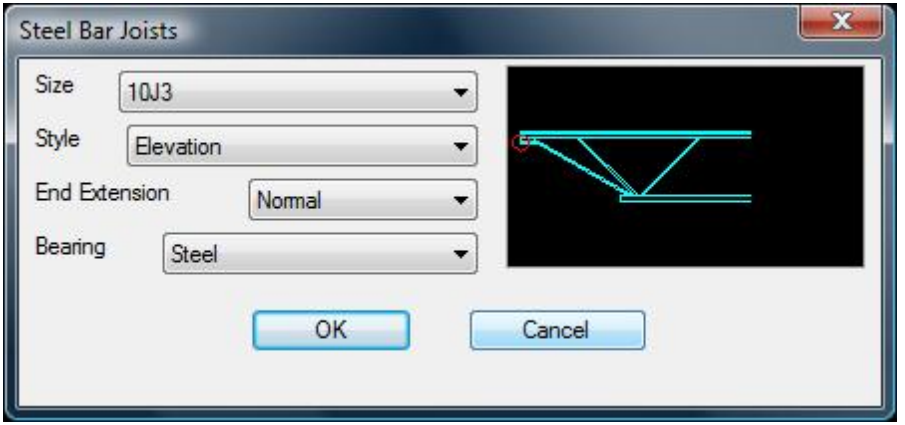
1. Select Metal Stud from the ArchSymb|Structural menu.
2. Select solid or hidden (dashed) line type for the symbol.
3. Select the metal stud type form the pop down list.
4. Enter the width and depth of the metal stud or choose a predefined size.
5. ArchSymb will draw the metal stud at the center of your screen.
6. Next you will be prompted for the Insert options [Copy/Move/Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

Simpson Ties

These symbols are all inserted in the same manner. Each of these symbols will be placed on the correct layer. After you have picked the appropriate item from ArchSymb|Structural|Simpson Ties menu, follow these steps:

1. Select an insertion point for the Simpson Tie symbol. You will see a ghost of the site symbol attach to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
2. Enter a rotation angle for the Simpson Tie symbol (default = 0 degrees), type in the angle or dynamically with your pointer.
3. Next you will be prompted for the Insert options [Copy/Move/Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

Kjoist



1. Select Kjoist from the ArchSymb|Structural menu.
2. Select the style, end extension and bearing type of the joist in the dialog box.
3. Select the joist size from the list box. To change the depth to 16" change the size to 16J6 from the popup list.
4. If you selected elevation pick a start point and length, if you selected section pick the top of joist.

ADA

The ADA section is a collection of standard illustrations, details and utilities.

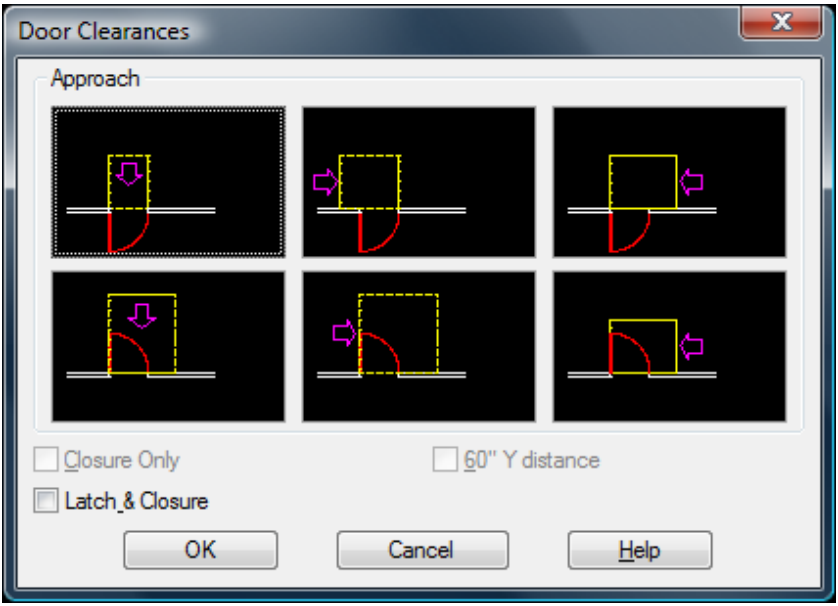
Standard Illustrations

The standard Illustrations is a collection of the illustrations that can be found in the 1990 Americans with Disabilities Act guidelines manual. Each illustration is inserted as block at full scale that can be placed on your drawings.

Miscellaneous ADA Details

The miscellaneous details are a collection of construction details that are based on the 1990 Americans with Disabilities Act guidelines manual. Each detail is inserted as block at full scale that can be placed on your drawings.

ADA Door Clearances



The door clearances are based on the 1990 Americans with Disabilities Act guidelines manual. The clearances work with existing doors that used the ArchSymb Door Command. This routine does not work with other doors or doors that have been exploded.

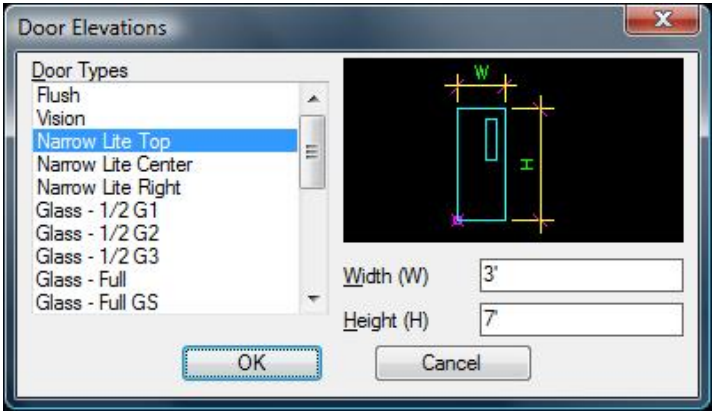
1. Select Door Clearances from the ArchSymb|ADA menu.
2. Select the Approach icon and any available options that match your requirements. Then click on OK.
3. Pick the door that you want to check the clearances on. The routine will then draw a dashed box as shown in the illustration.

Elevations

Elevations are broken into five divisions; Doors & Windows, Millwork, Plumbing, People, and Trees. Each elevation type is inserted in a unique way. Follow the steps that pertain to the type of elevation you will be inserting.

Door Elevations

These symbols are all inserted in the same manner. Each of these symbols will be placed on the correct layer. After you have picked the appropriate item from ArchSymb|Elevations|Doors menu, follow these steps:

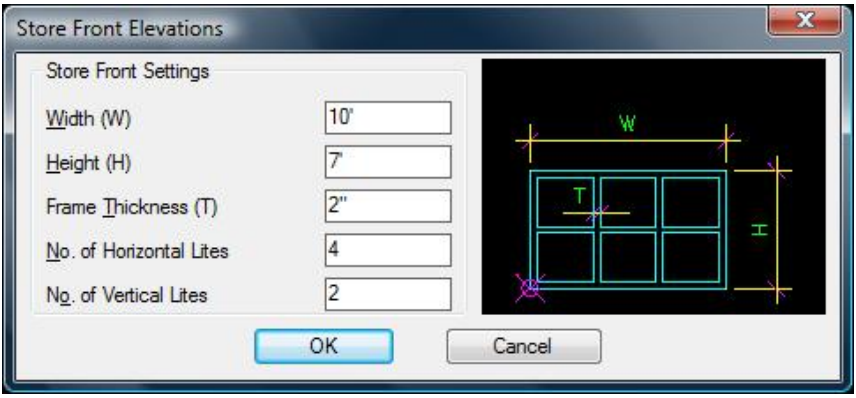


1. Select the door type and enter the dimensions (the default size is 7'x3')

2. Select an insertion point for the Door Elevation symbol. You will see a ghost of the site symbol attach to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
3. Enter a rotation angle for the Door Elevation symbol (default = 0 degrees), type in the angle or dynamically with your pointer.
4. Next you will be prompted for the Insert options [Copy/Move/Rotate/ Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

Store Front Elevations

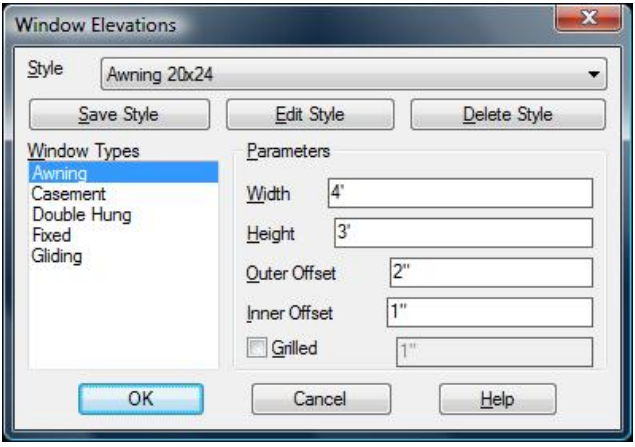
These elevations are all inserted in the same manner. Each elevation will be placed on the correct layer. The Store Front Elevation is created from a series of closed poly lines. After you have picked the appropriate item from ArchSymb|Elevations|Store Front menu, follow these steps:



1. Enter the storefront dimensions, number of vertical and horizontal lites. Click OK.
2. Pick an insertion point for the storefront. The base point is the lower left of the storefront.

Window Elevations

These elevations are all inserted in the same manner. Each elevation will be placed on the correct layer. The Window Elevation is created from a series of closed poly lines. After you have picked the appropriate item from ArchSymb|Elevations|Window menu, follow these steps:



1. Enter the window dimensions, offsets and if you want to have the window grills. Click OK.
2. The window will be initially placed on your drawing, pick an insertion point for the window. The base point is the top middle of the window.

Millwork

The Millwork Elevations Section of ArchSymb allows you to insert any number of upper, lower, or tall cabinet elevations at any size. All these symbols are all inserted in the same manner. Each of these symbols will be placed on the correct layer. After you have picked the appropriate item from ArchSymb|Elevations|Millwork menu, follow these steps:

1. Enter the Height and Width of the block into the dialog box. If you select PICK you will need to type the size of the block at the command prompt.
2. Select an insertion point for the millwork elevation. You will see a ghost of the millwork elevation attached to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
3. Enter a rotation angle for the furniture symbol (default = 0 degrees), type in the angle or dynamically with your pointer.
4. Next you will be prompted for the In
5. sert options [Copy/Move/Rotate/Scale/Xflip/Yflip/Zero/Base/ Done] <Done>: Type the first letter to change option or press ENTER when done.

Plumbing

The Plumbing Elevations Section of ArchSymb allows you to insert any number of front, left or right side elevations. All these symbols are all inserted in the same manner. Each of these symbols will be placed on the correct layer. After you have picked the appropriate item from ArchSymb|Elevations|Plumbing menu, follow these steps:

1. Select an insertion point for the elevation symbol. You will see a ghost of the plumbing elevation attach to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
2. Enter a rotation angle for the elevation symbol (default = 0 degrees), type in the angle or dynamically with your pointer.
3. Next you will be prompted for the Insert options [Copy/Move/Rotate/ Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to

change option or press ENTER when done.

People & Trees
The People or Tree Elevations Section of ArchSymb allows you to insert any number of people or tree elevations. All these symbols are all inserted in the same manner. Each of these symbols will be placed on the correct layer. After you have picked the appropriate item from ArchSymb|Elevations|People or Trees menu, follow these steps:

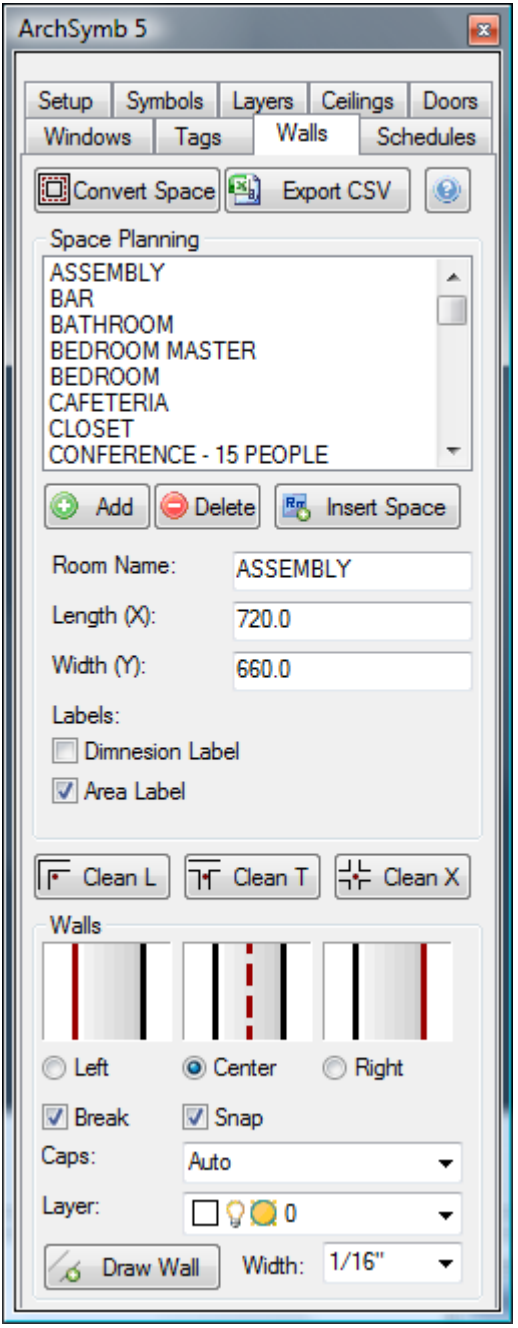
1. Select an insertion point for the elevation. You will see a ghost of the elevation attach to your crosshair. Enter coordinates, use OSNAP menu, or pick a point directly.
2. Enter a rotation angle for the elevation (default = 0 degrees), type in the angle or dynamically with your pointer.
3. Next you will be prompted for the Insert options [Copy/Move/ Rotate/Scale/Xflip/Yflip/Zero/Base/Done] <Done>: Type the first letter to change option or press ENTER when done.

Walls & Space Planning

Space Planning
The Space Planning option helps with planning conceptual design, space utilization and area calculations. The first command can create a rectangular space with room name, area and size labels. The second command will convert the bubble diagram to a usable plan with walls ready for doors, windows and other symbols.

InsertSpace
All spaces are drawn on the "Space Planning" layer. All the settings that are available from this dialog box are describe in the following section.

- **Defined Rooms** – This list box displays the room name that are defined in the Rooms database. By selecting one of the rooms it will update the room settings.
- **Add & Delete** – These buttons can be used to add or delete to the Rooms database. The Add button will add the current Room Settings to the Rooms database.
- **Include Dimension Label** – Toggle this option ON to include the dimensions of the room in the space plan.
- **Include Area Label** – Toggle this option ON to include the area in Square Feet of the room in the space plan.



- **Room Settings** – The room settings is divided into several areas. This is the information that ArchSymb will use to determine the dimensions, area calculation and room name.

Convert Space
This command converts the space plan bubbles into walls. After you have picked the item from ArchSymb|Walls & Space|Convert Space menu or toolbar, follow these steps:

1. Select the space plan boxes that you want to convert.
2. Enter the interior wall thickness:
3. Enter the exterior wall thickness:
4. Trace the outside of the Space Plans, type C to Close the polyline.

Export CSV
This command will read the current drawing for ArchSymb Space tags created by the Space Planning command. It will then export a CSV (comma separated values) file to location you select. The CSV can then be opened in spreadsheet program such as Microsoft Excel.

Walls
ArchSymb uses the original AutoCAD routine DLINE for the creation of walls. Also included is a clean up of simple walls (or any set of parallel lines intersecting). A dialog box interface is provided for the ease of setting up your wall parameters.

Drag Left, Right & Center
Use these to draw a set of wall lines based on the current wall settings.

Draw Last
This command will use all of the current wall settings, including the drag side to create new wall lines.

Cleanup L, T & X
Merely pick the intersection that you want to clean up; no further prompts will be presented.

Wall Setup
The dialog box can be used to set the common parameters for drawing the walls using the DLINE command.

- The drag line (**Left, Center & Right**) is based on starting at the bottom of the screen and drawing up. i.e. You are drawing the Left line if you select Left.
- **Break** will automatically clean up a starting T or L intersection if you start close to an existing wall line.
- **Snap** will automatically start the line at another wall line.
- **Caps** allows you select the end style of the wall lines.
- **Layers** will draw the wall lines on the selected layer.
- **Width** is the distance between the two parallel lines.

Batt Insulation

This routine draws architectural batt insulation in sectional view at any angle with a user specified thickness using polyarcs and polyline segments. Unlike the BHATCH command you can only fill one straight segment at a time.

The following prompts appear after you select Batt Insulation from the ArchSymb|Util menu, the ArchSymb toolbar or type BI at the command prompt. Batt Insulation is always drawn from left to right, bottom to top. The first prompt will ask you to pick a start point for the insulation.

```
Enter start point:
```

The next point is the distance (or length) along the Batt Insulation.

```
Enter end point:
```

Type in the height (or thickness) of the Batt Insulation, you can also pick the height dynamically from the first point selected.

```
Enter insulation thickness:
```

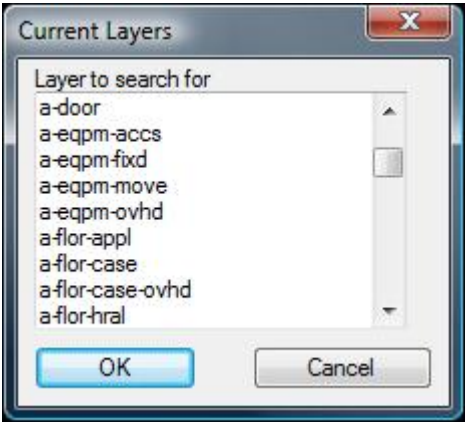
The routine will then draw the insulation. If no errors are found you will receive the following prompt.

```
Processing complete.
```

Block Find

Block find will search the drawing data base for a layer that is nested in a block.

1. Select Block Find from the ArchSymb|Utilities menu or the ArchSymb toolbar.



2. Select the layer you wish to find, then click OK.
3. You will then be presented with a list showing which blocks contain the layer you are trying to find. If the layer is not in any blocks ArchSymb will prompt you.

Break Line

1. Select Break Line from the ArchSymb|Utilities menu or the ArchSymb toolbar.
2. Pick the Break Line Start point.
3. Select the endpoint of the Break Line.

Pipe Break Line

1. Select Pipe Break Line from the ArchSymb|Utilities menu or the ArchSymb toolbar.
2. Pick the Break Line Start point.
3. Select the endpoint of the Break Line.

Case

Use CASE to change the case status of existing TEXT or MTEXT.

1. Select Text Case from the ArchSymb|Utilities menu or the ArchSymb toolbar.
2. Pick the text (you can select more than one at a time) you wish to change the case.
3. You will be prompted for `Change case of all letters to… Upper/Lower/Opposite/Sentence/Title/ <None> :`
4. You can keep changing the text case until you type none or press ENTER for the default.

Clip

Use CLIP to copy part of a drawing to another area and scale it. This routine was designed to help create details from an existing drawing. Use the AutoCAD R14 XCLIP command to perform a similar function on blocks and Xrefs.

The following prompt appears after you select Clip from the ArchSymb|Util Commands menu, the ArchSymb toolbar or type CLIP at the command prompt.

```
First corner:
```

This is the lower left corner of the area you wish to clip. Next drag the crossing window and select the opposite corner.

```
Other corner:
```

Then you will need to place the clipped area on your drawing.

```
Location of clip:
```

After you place the clip box you will see a copy of the area you clipped. The original is unchanged. The final prompt lets you change the scale of the clip.

```
Scale factor <1.0000>:
```

A scale of 1.0 will leave the clip unchanged.

Clone

Clone will set all the properties of a selected entity and then begin the command of the entity. If you select a line on the layer A-WALL with a thickness of 8'-0" it will set the layer and thickness, then begin the LINE command.

Change any Text

Use CT to change any text that is displayed on the screen. This includes TEXT, DTEXT, MTEXT, ATTRIBUTES and DIMENSION text. The only text it cannot change is standard text nested inside of a block. CT uses all of the standard text editing dialog boxes (such as DDEdit) and creates a new text-editing box for dimensions. Refer to your *AutoCAD Reference Manual* for using Text editing.

Symbol Libraries

The Symbol Libraries is one of the most important features of ArchSymb. There are over 500 2-D symbols that can be inserted using ArchSymb. Refer to Chapter 5 – ARCHSYMB MENU for detailed explanation on using the symbols and later in this section for use of the Symbols Catalog Menu.

Join

Use JOIN to resolve two 2-D lines into a single line. This routine was designed to help you recover after you have broken a line into two segments. You can join any two straight segments, no matter how divergent they are.

The following prompts appear after you select Join from the ArchSymb|Util menu, the ArchSymb toolbar or type JOIN at the command prompt.

```
Select two lines to be joined:
```

Select the first of the two lines to be joined. After the first line is highlighted, then select the second line.

```
Select object:
```

If no errors are found you will receive the following prompt.

```
Processing complete.
```

Match Properties

Before ArchSymb draws an entity, it determines these things about it.

- Its Layer
- Its Thickness
- Its LineType
- Its Color
- Its PlineWid

If you begin drawing without setting these properties, ArchSymb will use the default settings for the entities you create. Select Match Properties from the ArchSymb|Util Commands menu, the ArchSymb toolbar or type CA (or CHGALL) at the command prompt, when you want to alter the on screen object so that it resembles another object in a particular respect. After picking the object (or several objects), you the pick the object that possesses the desired properties. You're first asked to:

```
Select objects:
```

Press ENTER when you finished highlighting objects. You are then asked to:

```
Pick Entity to match:
```

The following prompt is displayed, showing the changes to the selected objects.

```
Thickness: 0.0
LineType: BYLAYER
Color: BYLAYER
Layer: A-TAGS
PLinWid: nil
Processing complete.
```

Set Properties

ArchSymb places each drawing element on a specific layer. All plumbing fixtures are on P-FIXT, while structural steel shapes are on S-METL. These layer assignments are listed in Appendix 'E' – LAYERS. Elements not assigned to layers representing a particular architectural entity are placed on the current layer.

This command allows you to pick an entity and designate its layer (and other properties) as current. This is useful when you want to begin drawing with certain properties set. Select Set Properties from the ArchSymb|Util Commands menu, the ArchSymb toolbar or type SP (or SETPROP) at the command prompt. You're first asked to:

```
Select object:
```

Set Properties then returns the results to the command prompt.

```
COLOR: BYLAYER
LINETYPE: BYLAYER
ELEVATION: 0.0
THICKNESS: 0.0
LAYER: A-TAGS
PLINEWID: 0.0
```

Stairs

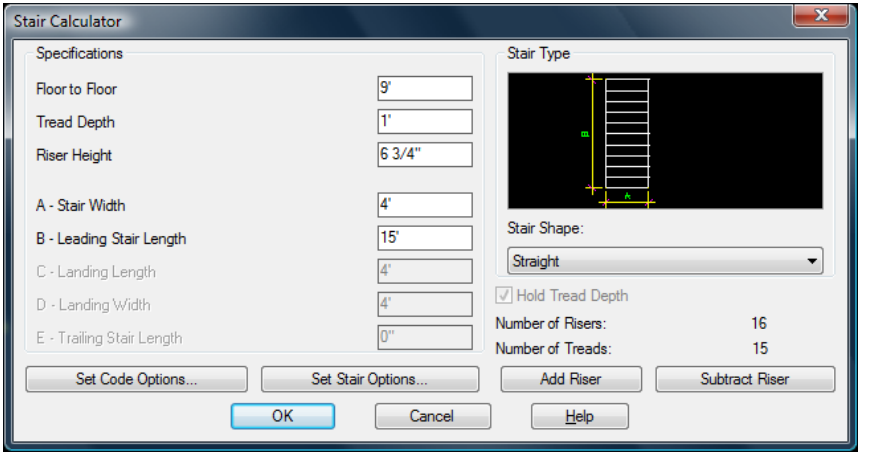
This command invokes a dialog stair calculator, used to generate a 2D stair in plan. You can select four types of stairs, options that are not relevant to the selected type of stair will be grayed out.

The stair calculator works in the following manner.

1. The 'Floor to Floor' distance is divided by the riser size, and the result is rounded up to the next largest whole number for the total number of risers.
2. The 'Tread Depth' times the number of risers, less one, is used to find the leading stair length.
3. To determine the 'Riser Height', the total number of risers divides the floor to floor distance.
4. After all checks have been made the results are displayed *in 'B-Leading Stair Length', 'Number of Risers', 'Number of Treads'* and *'E-Trailing Stair Length'*.

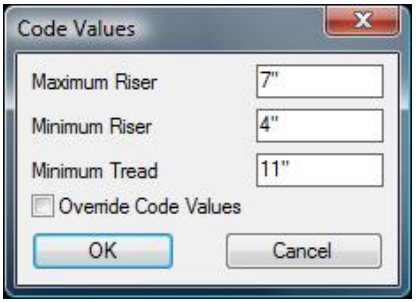
Main Dialog

The options in this section control the overall dimensions to draw the stair.

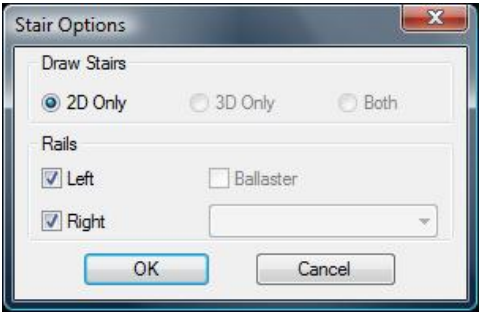


Set Code Options

The options in this section are used to control code values.



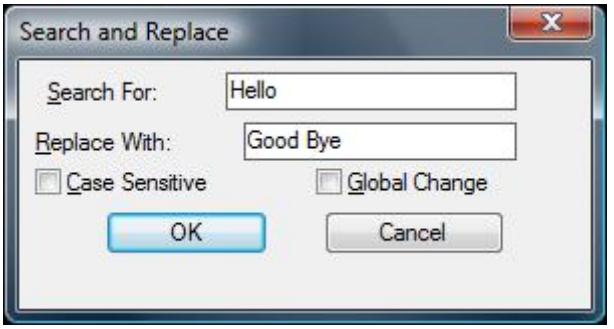
Set Stair Options



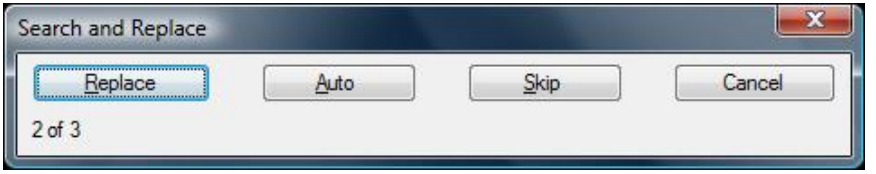
The options in this section are for additional items to be included with the stair.

Text Search

You can search for and replace text individually or globally.

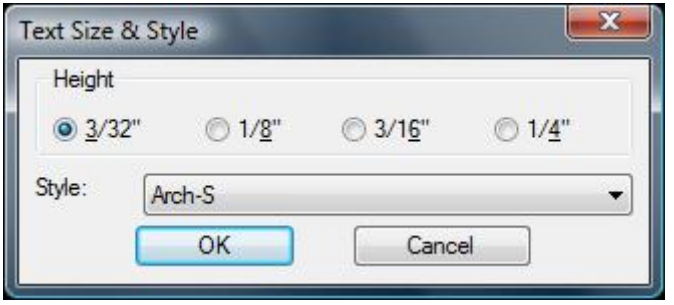


1. Select Text Search from the ArchSymb|Utilities menu or the ArchSymb toolbar.
2. In the 'Search For:' box, enter the text you want to search for.
3. In the 'Replace With:' box, enter the replacement text.
4. Select whether you want a Case Sensitive or Global Change.
5. Click OK.



6. Select the text, then chose Replace, Auto Skip or Cancel.

Text Size



Use this command to preset the text size based on the current drawing scale. You can also use Text size to select the default text style. Select Text Size from the ArchSymb|Utililties menu, the ArchSymb toolbar or type TS at the command prompt. Select the settings and click OK.

Cam or DDCam

Create a perspective view or a series of views of your structure. View and experience a three-dimensional model of your building with a sense of perspective. You can create and save interior and exterior views as well as create a script, made with slides of your drawing.

The Cam command let you set up a perspective view in your drawing easily. You orient yourself using a camera (an eye) and a target. You can adjust the lens on the camera in order to select how much of the view you want to include in your drawing.

Use the Cam command to create and save slides or views. If you save multiple slides you can display them either using the VSLIDE command or you can make a script file to display them. Views can be recalled with the VIEW command.

OneKeys

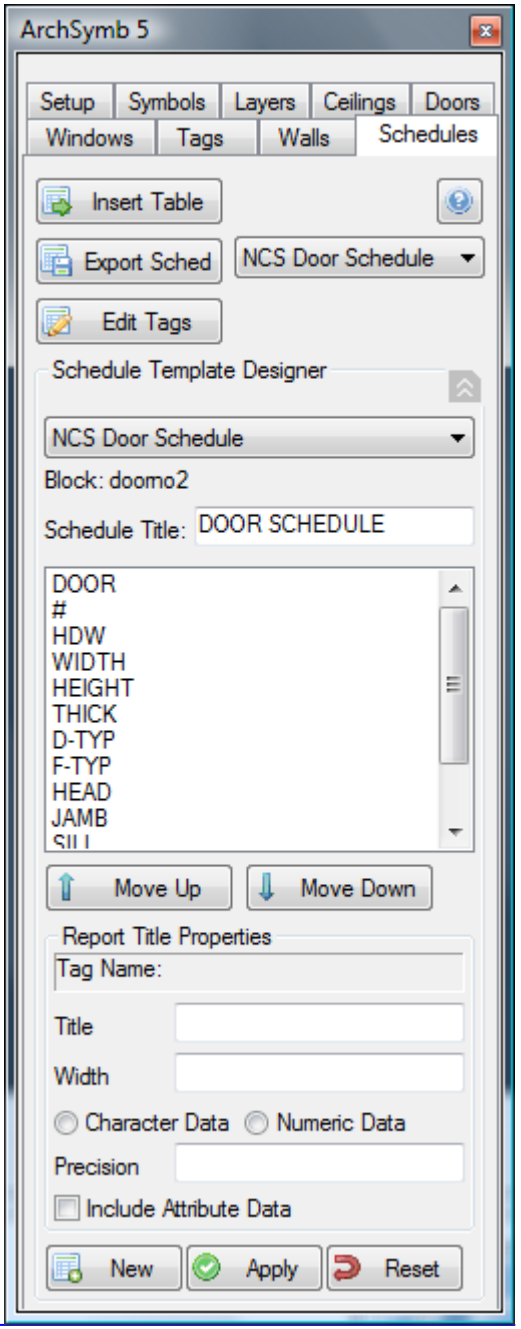
ArchSymb has added keyboard shortcuts for frequently used commands. Care has been taken not to reassign any of the ALIASES found in the acad.pgp file, refer to your AutoCAD Reference Manual for a list of AutoCAD Aliases. Unlike aliases OneKeys use AutoLISP, which uses less memory and allows for macros (i.e. the commands ZOOM and W can be shorten to ZW). Refer to Appendix 'D' for a list of OneKeys.

Lock & Unlock layers

One of the things you can do with entities and objects is to lock and unlock them by layer. When a layer is locked, it is visible but can not be selected. These commands allow locking and unlocking layers by picking an entity on its layer. To lock a layer, type LO at the command prompt. You are then ask to select an object on the layer to be locked. To unlock a layer, type UN at the command prompt. You are then ask to select an object on the layer to be unlocked.

Schedules

ArchSymb Schedule generator creates schedules based on using a specific template file. The ArchSymb Schedule Templates (AST) are stored in the ArchSymb User Folder. These templates can be created or edited with the schedule command. ArchSymb comes with two AST files for Door and Room Finishes Schedules based on the door and room tags. This section is divided into three parts, Export, Import and Templates.



Templates

Use this command to edit or create an ArchSymb Schedule Template (AST). Select Schedule Template from the ArchSymb|Utililties menu or the ArchSymb toolbar. Click the double arrows next to Schedule Template Designer to access the options. Follow these steps:

Create

1. Select 'New' from Schedule Template Designer.
2. Select a block that has at least one attribute that is inserted in the current drawing.
3. Give the template a name, DO NOT change the directory or add spaces to the file name.
4. Change the Schedule title and any other report properties, refer

to Edit for more detail on each property. Click OK to save changes and Cancel to exit the template unsaved.

Edit

Once you have modified your Schedule Template, click Apply.

- **Schedule Title** – This is the Title of the Schedule, as it will appear on the drawing.
- **Move Up & Move Down** – Select an item in the Report Titles and then use the Move Up or Move Down button to change it relative location in the schedule.
- **Tag Name** – This is the name of the attribute as it appears in the block. It cannot be changed.
- **Title** – This is the column title relative to the Tag Name, as it will appear in the schedule.
- **Character or Numeric Data** – Allow for control over the data stored in the attribute. If numeric is used then only numbers can be use for the attribute entry, also the precision will ungray and allow have many places of decimal accuracy are needed.
- **Width** – This is the column width, it is how many characters are extracted from the attribute and displayed in the schedule.
- **Include Attribute Data** – Toggle this ON to include the attribute in the final schedule.

Export a Schedule

The first step in creating a schedule in the drawing is to export the attributes stored in the blocks that are inserted in the drawing. Select Schedule Export from the ArchSymb|Utililties menu or the ArchSymb toolbar. Follow these steps:

1. Select the Schedule to be exported from the drop list next to the Export button.
2. Click Export Schedule button.
3. Enter a name and directory path for the text file. Schedule Export will then generate the text file. If no errors are found, ArchSymb will tell you how many lines are in the schedule and prompt `# records in extract file`.

Insert Table

The second step in creating a schedule in the drawing is to import the schedule text file. Select Schedule Import from the ArchSymb|Utililties menu or the ArchSymb toolbar. Follow these steps:

1. To import the schedule, go to the drawing that you wish to insert it in. You can insert the schedule in the same drawing if you wish.
2. Now select Schedule Import, then select the schedule text file you created from the dialog box.

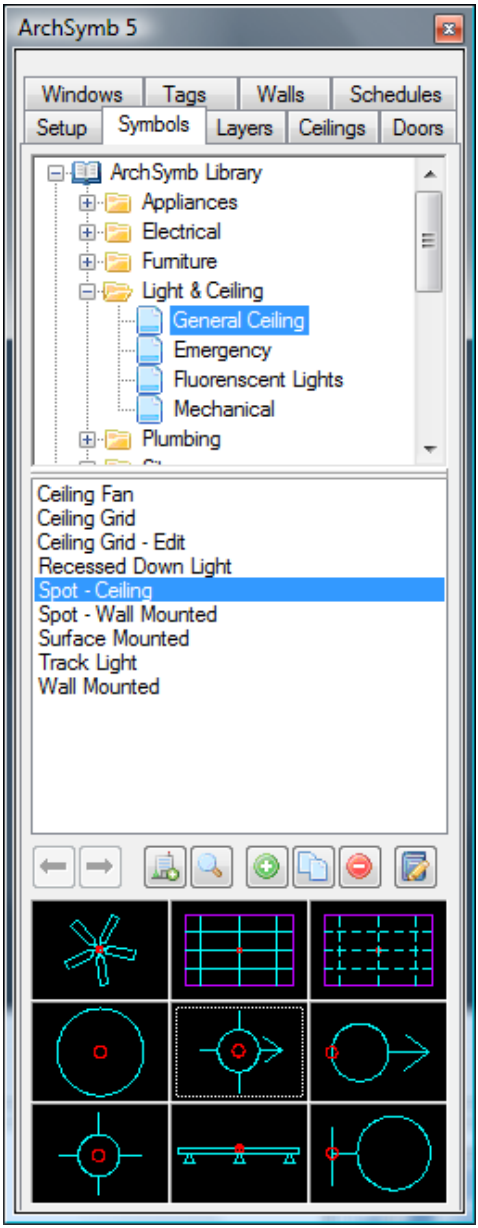
3. Select the insertion point of the schedule (the insertion point of the schedule is in the upper left hand corner). ArchSymb will draw the schedule and end the command with `Processing Complete` if no errors are found.

Probe

PROBE is a routine that tells you information about nested entities; that is, entities that are part of other entities, such as a BLOCK or XREF. PROBE gets information about nested entities at all levels of nesting, to allow you to list information about an entity in an insert without exploding the insert. You can also select to FREEZE or turn OFF the base entity layer within the probe dialog box.

1. Type PROBE at the command prompt.
2. Select any entity.
3. A dialog box is then presented to you, showing all the pertinent information. At this point you can FREEZE or turn the layer OFF of the base entity.

Symbols Catalog Menu



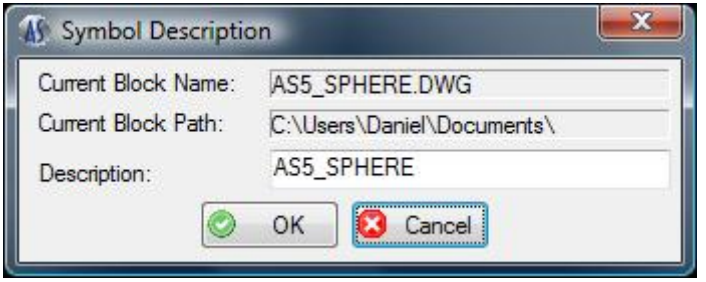
The ArchSymb Symbols Catalog is a graphical interface for viewing, organizing and inserting the symbols used in ArchSymb.

INSERT - There are three ways to insert a symbol. Highlight the symbol name or icon, then click on the "Insert" button. Also by double clicking a symbol name or icon will insert the symbol into the current drawing.

Slide View - If there are more than 9 symbols, you can use the next and previous buttons to change the current slide view. The slide view will also change when you select a symbol name that may not be on the current page.

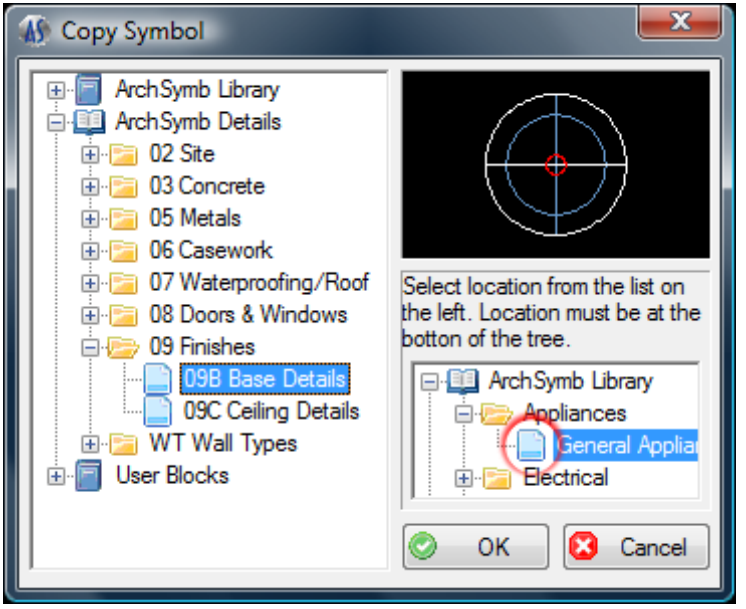
PREVIEW – Once a slide is highlighted you can preview it before inserting it. The preview dialog does not need to closed to insert a symbol.

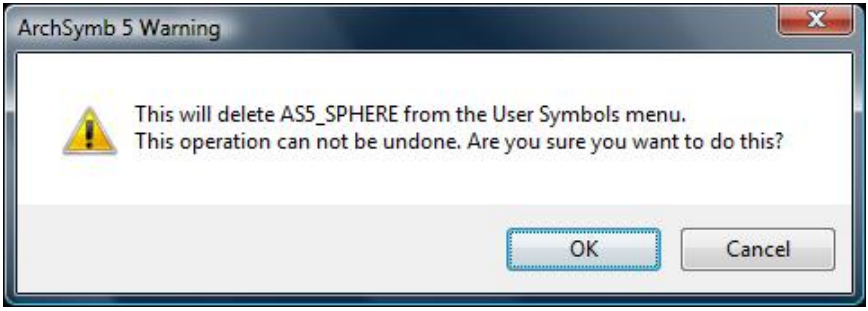
Modify the Symbol Catalog Menu



- **ADD>>** - Use this to add a WBLOCK to the current Section. First you will select the Drawing and then give it a display name.

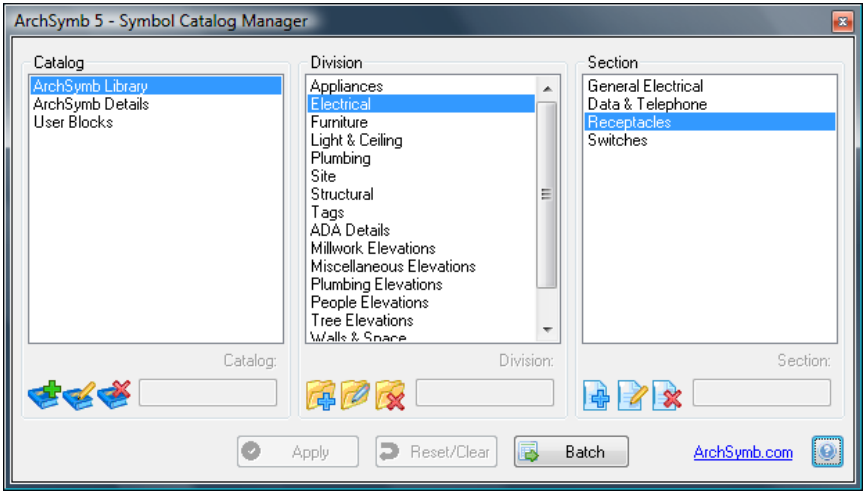
- **Copy** – Use this to copy the highlighted symbol to another section.




ArchSymb 5 Warning
This will delete AS5_SPHERE from the User Symbols menu.
This operation can not be undone. Are you sure you want to do this?
OK
Cancel

- **Delete** – If you create a Symbol in the wrong location or wish to remove access to a standard symbol, you can use this to delete the highlighted symbol. **CAUTION this operation is not reversible.**

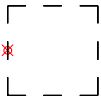
- **Edit** – Use this option to create new Catalogs, Divisions and Sections. If you create a new Catalog, you will also need to create a new Division and Section. ArchSymb automatically creates the Library file names; the only name you need create is the Display name of the library.



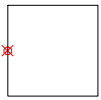
APPENDIX A - SYMBOL LIST

Appliance Menu

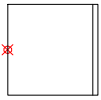
Dishwasher Under
Block: ae10a
Layer: A-APPL



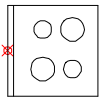
Dishwasher Convert
Block: ae10b
Layer: A-APPL



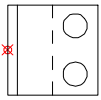
Oven
Block: ad10a
Layer: A-APPL



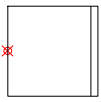
Range
Block: ab10b
Layer: A-APPL



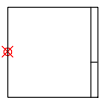
Range Hi Low
Block: ab10a
Layer: A-APPL



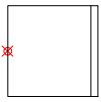
Refrig Standard
Block: ac10a
Layer: A-APPL



Refrig Side by Side
Block: ac10b
Layer: A-APPL

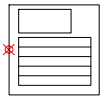


Refrig Compact
Block: ac10c
Layer: A-APPL

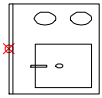


Fan
Block: aa10a
Layer: A-APPL

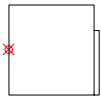
Grill
Block: ah10a
Layer: A-APPL



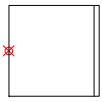
Kitchen Unit
Block: ah10d
Layer: A-APPL



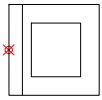
Microwave
Block: ah10e
Layer: A-APPL



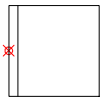
Trash Compactor
Block: ah10f
Layer: A-APPL



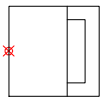
Washer
Block: af10b
Layer: A-APPL



Dryer
Block: af10c
Layer: A-APPL



Wash/Dry Stacked
Block: af10a
Layer: A-APPL



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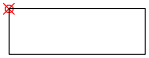
Electrical Menu

Bell
Block: ah04a
Layer: E-POWR

J Box
Block: ah04b
Layer: E-POWR

Panel
Block: n/a
Layer: E-POWR



Telephone Floor Jack
Block: af04a
Layer: E-COMM

Telephone Jack
Block: ae04a
Layer: E-COMM

Television Jack
Block: ah04c
Layer: E-COMM

Thermostat
Block: ah04d
Layer: E-POWR

Receptacles – Duplex
Block: ad04a
Layer: E-POWR

Receptacles – Floor
Block: ad04a
Layer: E-POWR

Receptacles – Quadplex
Block: ac04a
Layer: E-POWR

Receptacles – Single
Block: ah04e
Layer: E-POWR

Receptacles - Waterproof
Block: ah04f
Layer: E-POWR

Receptacles – 220v
Block: ah04g
Layer: E-POWR

Switch – 1 Pole
Block: ag04a
Layer: E-POWR

Switch – 3 Way
Block: ag04b
Layer: E-POWR

Switch – 4 Way
Block: ag04c
Layer: E-POWR

Switch – Dimmer
Block: ag04d
Layer: E-POWR

Switch – GFI
Block: ag04e
Layer: E-POWR

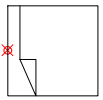
Switch – Time Clock
Block: ag04f
Layer: E-POWR

Switch – Waterproof
Block: ag04g
Layer: E-POWR

Conduit
Block: n/a
Layer: E-POWR

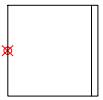
Furniture Menu

Bed
Block: ah09b
Layer: A-FURN-MISC

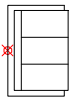


Box
Block: n/a
Layer: A-FURN-MISC

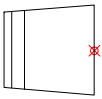
Night Table
Block: ah09c
Layer: A-FURN-TBLE



Sofa
Block: af07a
Layer: A-FURN-CHAR

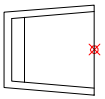


Chair – Dining Side
Block: aa07a
Layer: A-FURN-CHAR



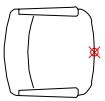
Chair – Dining Side Under
Block: aa07b
Layer: A-FURN-CHAR

Chair – Dining Tapered
Block: aa07c
Layer: A-FURN-CHAR



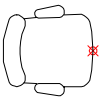
Chair – Dining Tapered Under
Block: aa07d
Layer: A-FURN-CHAR

Chair – Guest Arm
Block: ab07a
Layer: A-FURN-CHAR



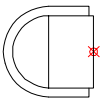
Chair – Guest Arm Under
Block: ab07b
Layer: A-FURN-CHAR

Chair – Guest Swivel
Block: ab07c
Layer: A-FURN-CHAR

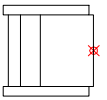


Chair – Guest Swivel Under
Block: ab07d
Layer: A-FURN-CHAR

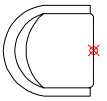
Chair – Lounge Circular
Block: ad07a
Layer: A-FURN-CHAR



Chair – Lounge Rectang
Block: ac07a
Layer: A-FURN-CHAR

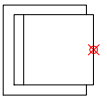


Chair – Exec Curved
Block: ae07c
Layer: A-FURN-CHAR

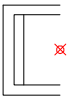


Chair – Exec Curved Under
Block: ae07d
Layer: A-FURN-CHAR

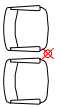
Chair – Exec Rectang
Block: ae07a
Layer: A-FURN-CHAR



Chair – Exec Rectang Under
Block: ae07b
Layer: A-FURN-CHAR

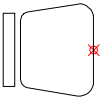


Chair – Pair Guest Arm
Block: ag08a
Layer: A-FURN-CHAR



Chair – Pair Guest Swivel
Block: ag08b
Layer: A-FURN-CHAR

Chair – Secretary
Block: ab07e
Layer: A-FURN-CHAR



Chair – Secretary Under
Block: ab07f
Layer: A-FURN-CHAR

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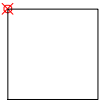
Furniture Menu Continued

Desk Left Panel
Block: ac08a
Layer: A-FURN-DESK

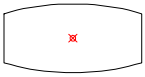
Desk Right Panel
Block: ac08c
Layer: A-FURN-DESK

Desk Both Panel
Block: ac08a
Layer: A-FURN-DESK

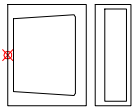
Table – Rectangular
Block: ab08a
Layer: A-FURN-TBLE



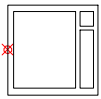
Conference Table
Block: aa08a
Layer: A-FURN-TBLE



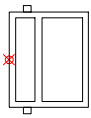
Computer
Block: ag09a
Layer: A-EQUP



Copier
Block: af09a
Layer: A-EQUP



Typewriter
Block: ag09a
Layer: A-EQUP



Book Case
Block: ad09a
Layer: A-FURN-CASE

2 Drawer Credenza
Block: ae09a
Layer: A-FURN-CASE

4 Drawer Credenza
Block: ae09b
Layer: A-FURN-CASE

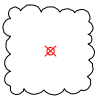
Panel
Block: n/a
Layer: A-FURN-PRTN

File Cabinet
Block: ac09a
Layer: A-FURN-FILE

Plant A
Block: ah08
Layer: A-FURN-PLNT

Plant B
Block: ah08b
Layer: A-FURN-PLNT

Plant C
Block: ah08c
Layer: A-FURN-PLNT



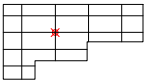
Plant D
Block: ah08d
Layer: A-FURN-PLNT

Plant E
Block: ah08e
Layer: A-FURN-PLNT

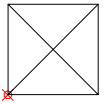
Plant F
Block: ah08f
Layer: A-FURN-PLNT

Light & Ceiling Menu

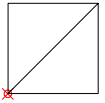
Ceiling Grid
Block: N/A
Layer: A-CLNG-GRID



Diffuser - Supply
Block: af05a
Layer: M-DIFF



Diffuser - Return
Block: ag05a
Layer: M-DIFF



Recessed Down Light
Block: aa05a
Layer: E-LGHT-CLNG

Spot – Wall Mounted
Block: ab05a
Layer: E-LGHT-WALL

Spot – Ceiling
Block: aa05a
Layer: E-LGHT-CLNG

Surface Mounted
Block: ab05b
Layer: E-LGHT-WALL

Wall Mounted
Block: ab05c
Layer: E-LGHT-WALL

Emergency Exit Sign
Block: ae05c
Layer: E-LGHT-EMER

Emergency 1 Lamp
Block: ae05b
Layer: E-LGHT-EMER

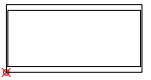
Emergency 2 Lamp
Block: ae05a
Layer: E-LGHT-EMER

Exit Ceiling
Block: ac05a
Layer: E-LGHT-EMER

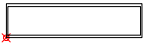
Exit Wall Mounted
Block: ad05a
Layer: E-LGHT-EMER

Fluorescent Strip
Block: aa06a
Layer: E-LGHT-CLNG

Fluorescent Box
Block: ab06a
Layer: E-LGHT-CLNG

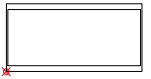


Fluorescent Box – 1x4
Block: ab06a
Layer: E-LGHT-CLNG



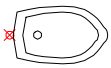
Fluorescent Box – 2x2
Block: ab06a
Layer: E-LGHT-CLNG

Fluorescent Box 2x4
Block: ab06a
Layer: E-LGHT-CLNG



Plumbing Menu

Bidet
Block: ad02b
Layer: P-FIXT



Floor Drain Round
Block: aa03a
Layer: P-FIXT

Floor Drain Rectang
Block: aa03b
Layer: P-FIXT

Urinal
Block: ag02a
Layer: P-FIXT

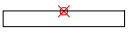
Water Closet - Tank
Block: ad02a
Layer: P-FIXT

Wall Hung FV
Block: ae02b
Layer: P-FIXT

Wall Hung WC
Block: ae02b
Layer: P-FIXT

Accessories – Dispenser Fem Nap
Block: ah03a
Layer: A-ACCS

Accessories – Dispenser Seat Cover
Block: ah03b
Layer: A-ACCS



Accessories – Dispenser Soap
Block: ah03c
Layer: A-ACCS

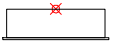
Accessories – Dispenser Towel
Block: ah03d
Layer: A-ACCS

Accessories – Dispenser
Block: ah03e
Layer: A-ACCS

Accessories – Feminine Nap Disposal
Block: ah03f
Layer: A-ACCS

Accessories – Grab Bar
Block: N/A
Layer: A-ACCS

Accessories – Medicine Cabinet
Block: ah03g
Layer: A-ACCS



Accessories – Towel Bar
Block: ah03h
Layer: A-ACCS

Fixture - Faucet
Block: ah02b
Layer: P-FIXT

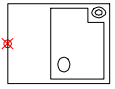
Fixture – Gas Valve
Block: aa03c
Layer: P-FIXT

Fixture – Hose Bibb
Block: aa03d
Layer: P-FIXT

Fixture – Water Heater
Block: ah02d
Layer: P-FIXT

Fountains - Circular
Block: aa02a
Layer: P-FIXT

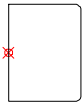
Fountains - Handicap
Block: aa02b
Layer: P-FIXT



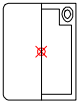
Plumbing Menu Continued

Fountains - Regular
Block: aa02c
Layer: P-FIXT

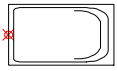
Fountains – Recessed
Block: aa02d
Layer: P-FIXT



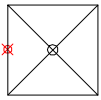
Fountains – Semi-recessed
Block: aa02e
Layer: P-FIXT



Shower/Bath – Bath Tub
Block: ad03a
Layer: P-FIXT



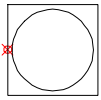
Shower/Bath – Shower
Block: ab03b
Layer: P-FIXT



Shower/Bath – Shower Seat Right
Block: ab03c
Layer: P-FIXT

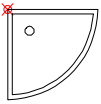
Shower/Bath – Shower Seat Left
Block: ab03d
Layer: P-FIXT

Shower/Bath – Tub & Spa
Block: ab03e
Layer: P-FIXT

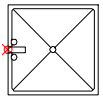


Sink/Lavatory – Double
Block: ac02a
Layer: P-FIXT

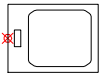
Sink/Lavatory – Floor Corner
Block: ab02a
Layer: P-FIXT



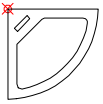
Sink/Lavatory – Floor Rectang
Block: ab02b
Layer: P-FIXT



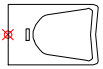
Sink/Lavatory - Single
Block: ab02c
Layer: P-FIXT



Sink/Lavatory – Corner
Block: af02b
Layer: P-FIXT



Sink/Lavatory – Handicap
Block: af02c
Layer: P-FIXT



Sink/Lavatory – Oval
Block: af02a
Layer: P-FIXT

Sink/Lavatory – Rectangular
Block: ac03a
Layer: P-FIXT

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Site Menu

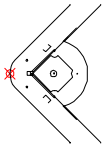
Wheel Chair Access
Block: af11a
Layer: L-STRP

Highway – Interstate
Block: ah11a
Layer: L-MISC

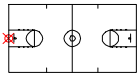
Highway – State
Block: ah11b
Layer: L-MISC

Highway – U.S.
Block: ah11c
Layer: L-MISC

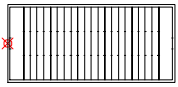
Sports – Baseball
Block: ah11d
Layer: L-MISC



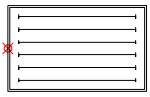
Sports – Basketball
Block: ah11e
Layer: L-MISC



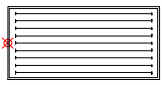
Sports – Football
Block: ah11f
Layer: L-MISC



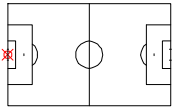
Sports – Pool 25 Yard
Block: ah11g
Layer: L-MISC



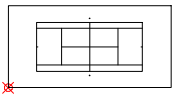
Sports – Pool 50m
Block: ah11h
Layer: L-MISC



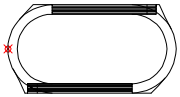
Sports - Soccer
Block: ah11j
Layer: L-MISC



Sports - Tennis
Block: ah11k
Layer: L-MISC



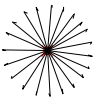
Sports - Tennis
Block: ah11k
Layer: L-MISC



Trees – Tree A
Block: ae11a
Layer: L-PLNT

Trees – Tree B
Block: ae11b
Layer: L-PLNT

Trees – Tree C
Block: ae11c
Layer: L-PLNT



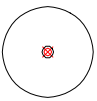
Trees – Tree D
Block: ae11d
Layer: L-PLNT

Trees – Tree E
Block: ae11e
Layer: L-PLNT

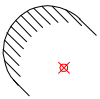
Trees – Tree F
Block: ae11f
Layer: L-PLNT

Trees – Tree G
Block: ae11g
Layer: L-PLNT

Trees – Tree H
Block: ae11h
Layer: L-PLNT



Trees – Shadow
Block: ae11j
Layer: L-PLNT



Structural Menu

Angle
Block: N/A
Layer: S-METL

Channel
Block: N/A
Layer: S-METL

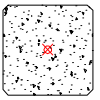
Tee
Block: N/A
Layer: S-METL

Tube – Circular
Block: N/A
Layer: S-METL

Tube – Rectangular
Block: N/A
Layer: S-METL

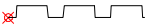
Wide Flange
Block: N/A
Layer: S-METL

Concrete Column
Block: N/A
S-CONC



Wood Member
Block: N/A
S-WOOD

Metal Deck
Block: N/A
Layer: S-METL



Metal Stud
Block: N/A
Layer: S-METL

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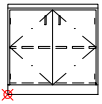
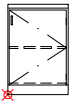
Millwork Elevations Menu

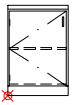
Base – BC-01
Block: bc-01
Layer: A-ELEV-SLGT



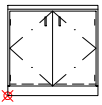
Base – BC-02
Block: bc-02
Layer: A-ELEV-SLGT



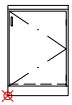
Base – BC-03
Block: bc-03
Layer: A-ELEV-SLGT



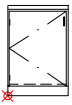
Base – BC-04
Block: bc-04
Layer: A-ELEV-SLGT



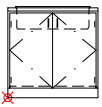
Base – BC-05
Block: bc-05
Layer: A-ELEV-SLGT



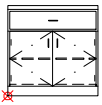
Base – BC-06
Block: bc-06
Layer: A-ELEV-SLGT



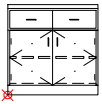
Base – BC-07
Block: bc-07
Layer: A-ELEV-SLGT



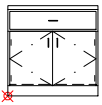
Base – BC-08
Block: bc-08
Layer: A-ELEV-SLGT



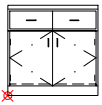
Base – BC-09
Block: bc-09
Layer: A-ELEV-SLGT



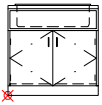
Base – BC-10
Block: bc-10
Layer: A-ELEV-SLGT



Base – BC-11
Block: bc-11
Layer: A-ELEV-SLGT

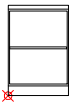


Base – BC-12
Block: bc-12
Layer: A-ELEV-SLGT

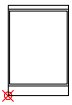


Base – BC-13
Block: bc-13
Layer: A-ELEV-SLGT

Base – BC-14
Block: bc-14
Layer: A-ELEV-SLGT



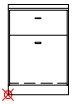
Base – BC-15
Block: bc-15
Layer: A-ELEV-SLGT



Base – BC-16
Block: bc-16
Layer: A-ELEV-SLGT

Base – BC-17
Block: bc-17
Layer: A-ELEV-SLGT

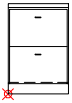
Base – BC-18
Block: bc-18
Layer: A-ELEV-SLGT



Base – BC-19
Block: bc-19
Layer: A-ELEV-SLGT

Base – BC-20
Block: bc-20
Layer: A-ELEV-SLGT

Base – BC-21
Block: bc-21
Layer: A-ELEV-SLGT



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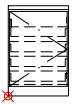
Block: bc-22
Layer: A-ELEV-SLGT



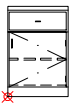
Millwork Continued

Base – BC-23
Block: bc-23
Layer: A-ELEV-SLGT

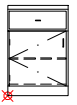
Base – BC-24
Block: bc-24
Layer: A-ELEV-SLGT

Base – BC-25
Block: bc-25
Layer: A-ELEV-SLGT

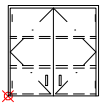
Base – BC-26
Block: bc-26
Layer: A-ELEV-SLGT



Base – BC-27
Block: bc-27
Layer: A-ELEV-SLGT



Upper – UC-01
Block: uc-01
Layer: A-ELEV-SLGT



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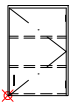
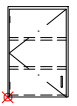
Block: uc-02
Layer: A-ELEV-SLGT



Upper – UC-03
Block: uc-03
Layer: A-ELEV-SLGT



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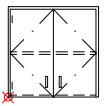
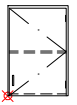
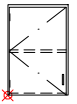
Block: uc-04
Layer: A-ELEV-SLGT



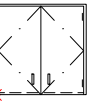
Upper – UC-05
Block: uc-05
Layer: A-ELEV-SLGT



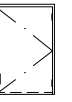
Upper – UC-06
Block: uc-06
Layer: A-ELEV-SLGT



Upper – UC-07
Block: uc-07
Layer: A-ELEV-SLGT

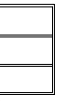


Upper – UC-08
Block: uc-08
Layer: A-ELEV-SLGT



Upper – UC-09
Block: uc-09
Layer: A-ELEV-SLGT

Upper – UC-10
Block: uc-10
Layer: A-ELEV-SLGT



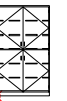
Upper – UC-11
Block: uc-11
Layer: A-ELEV-SLGT

Tall – TC-01
Block: tc-01
Layer: A-ELEV-SLGT

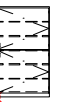
Tall – TC-02
Block: tc-02
Layer: A-ELEV-SLGT

Tall – TC-03
Block: tc-03
Layer: A-ELEV-SLGT

Tall – TC-04
Block: tc-04
Layer: A-ELEV-SLGT



Tall – TC-05
Block: tc-05
Layer: A-ELEV-SLGT



Tall – TC-06
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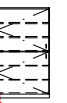
Layer: A-ELEV-SLGT



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Millwork Continued

Tall – TC-07
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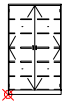
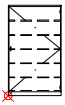
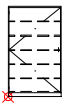
Layer: A-ELEV-SLGT



Tall – TC-08
Block: tc-08
Layer: A-ELEV-SLGT



Tall – TC-09
Block: tc-09
Layer: A-ELEV-SLGT



Tall – TC-10
Block: tc-10
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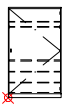

Tall – TC-11
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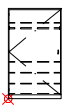
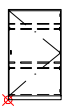
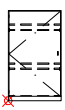
Layer: A-ELEV-SLGT



Tall – TC-12
Block: tc-12
Layer: A-ELEV-SLGT



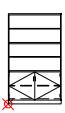
Tall – TC-13
Block: tc-13
Layer: A-ELEV-SLGT



Tall – TC-14
Block: tc-14
Layer: A-ELEV-SLGT

Tall – TC-15
Block: tc-15
Layer: A-ELEV-SLGT

Tall – TC-16
Block: tc-16
Layer: A-ELEV-SLGT

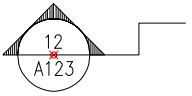


Tall – TC-17
Block: tc-17
Layer: A-ELEV-SLGT

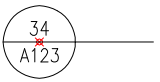
Tall – TC-18
Block: tc-18
Layer: A-ELEV-SLGT

Tags Menu

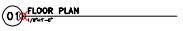
Building Section
Block: det & det-arw
Layer: A-TAGS



Detail Cut
Block: det
Layer: A-TAGS

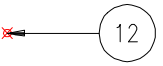


Drawing Titles
Block: dwgtitle
Layer: A-TAGS

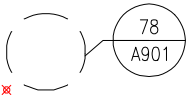


Elevation Symbol
Block: bds
Layer: A-TAGS

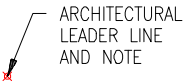
Key Note
Block: key
Layer: A-TAGS



Large Scale Bubble
Block: det
Layer: A-TAGS

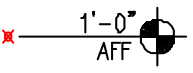


Leader Note
Block: N/A
Layer: A-TAGS



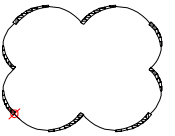
North Arrow
Block: north
Layer: A-TAGS

Point Elevation
Block: elevp
Layer: A-TAGS



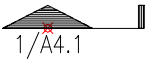
Revision Number
Block: rev
Layer: A-TAGS

Revision Box
Block: N/A
Layer: A-TAGS

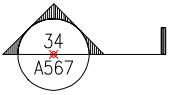


Revision Cloud
Block: N/A
Layer: A-TAGS

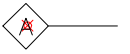
Section Cut
Block: bds
Layer: A-TAGS



Wall Section
Block: wws
Layer: A-TAGS



Wall Type
Block: walltype
Layer: A-TAGS

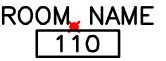


Window Symbol
Block: wdw
Layer: A-TAGS

Clg. Types
Block: ctype
Layer: A-TAGS

Clg. Elevation
Block: celev
Layer: A-TAGS

Room Names
Block: rmname
Layer: A-TAGS



Door Numbers
Block: doorno
Layer: A-TAGS

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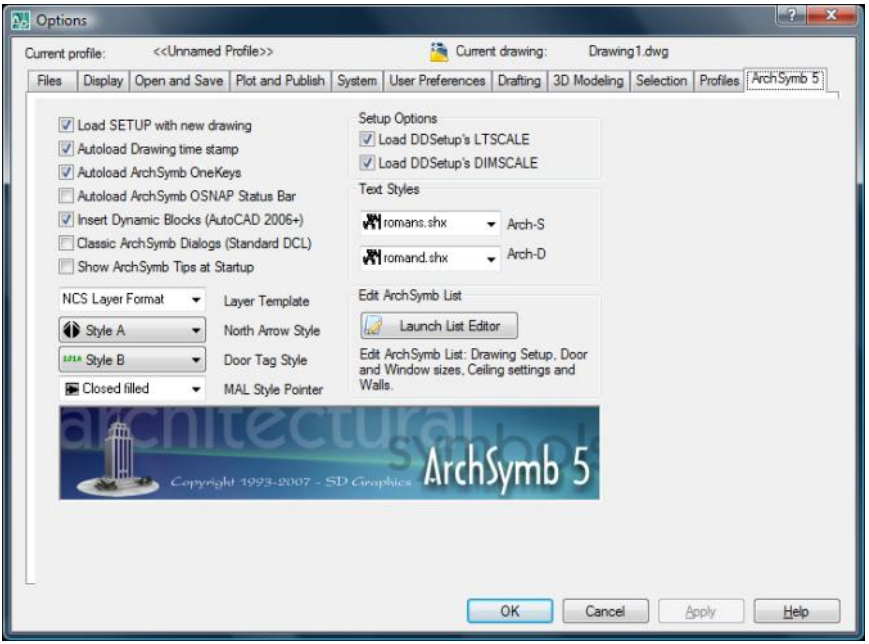
APPENDIX B - CUSTOMIZING ARCHSYMB

One of ArchSymb's most important design concepts is its open architecture. The means are provided for you to tailor the program to your own requirements. Before attempting to customize ArchSymb, you should be familiar with AutoCAD and ArchSymb as a user. Information that can be found in this manual, in *the AutoCAD Reference Manual* or in the *AutoLISP Programmer's Reference*, is not repeated in this appendix. The following is an overview of the concepts used in customization of ArchSymb.



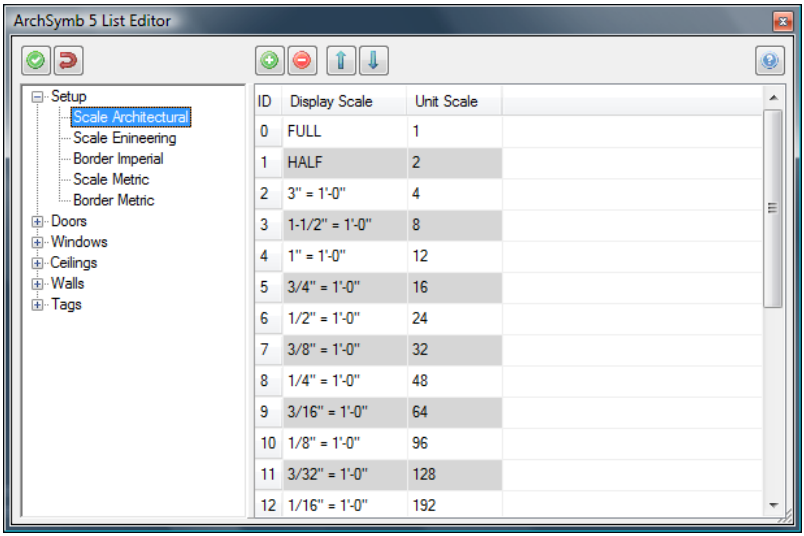
Preferences

AutoCAD provide system variables that you can use to control various features of the program. Likewise, ArchSymb also provides "preferences" or "options" that enable you to control the features in ArchSymb. The preferences are stored in the ACAD.CFG file. This file is store in the main AutoCAD folder and its name varies depending on which version of AutoCAD you are using.

- **Load SETUP with new Drawing** – Toggle this ON to have the ArchSymb DDSETUP to load with a new drawing or existing drawing

that does not have the USERR3 variable set. The default setting is ON.

- **Autoload Drawing time stamp** – Toggle this ON to have drawings with a BDR- file be time stamped in the lower left corner each time the drawing is saved. The default setting is ON.
- **Autoload ArchSymb OneKeys** – Toggle this ON to load the ArchSymb ONEKEYS with each drawing. The default setting is ON.
- **Master Layer File** – This allows you to select the Layer Template (LAT) file that will be used for the creation of blocks and symbols. The default file is MASTER.LAT.
- **North Arrow Style** – ArchSymb provides three North Arrow styles, select the style to use with your drawings. The default style is 'A'.
- **MAL Style Pointer** – This will control the leader style used in ArchSymb's LEA, Mtext Leader, Text Leader and Keynote arrows. The default style is filled arrow.
- **Load DDSetup's LTSCALE** – Toggle this ON to have DDSetup adjust the overall LTSCALE to match the ArchSymb drawing scale. The default setting is ON.
- **Load DDSetup's DIMSCALE** – Toggle this ON to have DDSetup adjust the overall DIMSCALE to match the ArchSymb drawing scale. The default setting is ON.
- **Layers** – Use this edit and modify the layer selection from the layer pop down list in DDSetup. To edit the individual layer templates (LAT) refer to Layers, later in this section.
- **Drawing Scale** – Use this to edit and modify the ArchSymb drawing scale selection from the Scale pop down list in DDSetup.
- **Sheet Size, Borders** – Use this to edit and modify the sheet size selection from the sheet size pop down list in DDSetup. NOTE: To add new borders, you must first create them (along with an attribute file) and place it in the ArchSymb Template Folder.



Symbol Files

These drawing files, found in the appropriate sub-directory of ArchSymb and pointed to by the AutoCAD SUPPORT environment variable, contain commonly used blocks that may be inserted as elements in more complex drawings. The drawings contain no sub-blocks, reside on layer 0, are usually scaled 1x1 and have an appropriate insertion point.

Menus

ArchSymb is based on the standard AutoCAD menu. You can modify the MNU file and compile the file by using the standard MENU command. The actual menu code may be a sequence of AutoCAD commands, in-line AutoLISP code (see below), calls to AutoLISP routine or any combination of the three.

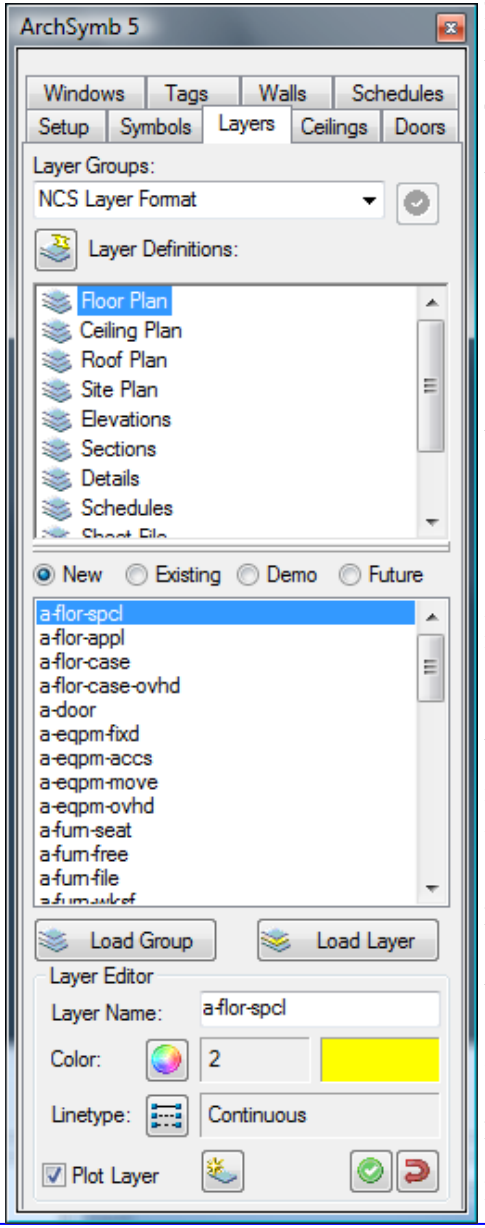
AutoLISP

AutoCAD includes an implementation of LISP. You can write your own AutoLISP routines for any purpose, to replace any of ArchSymb's AutoLISP routines or simply add to them. Refer to the AutoLISP Programmer's Reference for information on writing functions.

Each time an AutoCAD Drawing Editor session begins the file ACAD.LSP is loaded. The definitions of commonly used funtions are kept in this file, including the MACRO.LSP. The MACRO.LSP contains a section for loading your own commonly used LISP files.

Observations and Cautions

You can customize most aspects of ArchSymb program, including the menu macros and drawing files. Only the AutoLISP routines are protected, and the code therefore unavailable. However you can write your own AutoLISP functions to replace existing ones or to extend ArchSymb's capabilities.



There are several levels of complexity in making changes to the program.

- It is generally quite simple to alter a symbol drawing or to substitute your own. Symbol drawings are stored in its appropriate sub-directory, based on its drawing type. See Appendix A for symbol names.
- Although AutoLISP code in called modules is protected, you can obtain information about the operation of these routines from calling the syntax and the context in which they are used, and modules can be replaced with your own. However, beware of secondary effects of substituting AutoLISP routines. As with most complex programs, there are many non-obvious interactions and interrelationships among all pieces of the code.

Layers

ArchSymb stores the layer names, colors and linetypes for the symbols in LAT (Layer Template) files.

Layer Groups – Choose the layer group that best suites your layering needs. You can make this

group the default by clicking on the check mark.

Layer Definitions – Select the layer definition, followed by the type (New, Existing, Demo and Future). To insert the entire group, click the "Load Group" button.

Layers – To load an individual layer from a group, highlight it and click the "Load Layer" button.

EDIT Layers – You can add new Layer definitions by clicking on the "Add Layer Definition" button. To add a layer, make changes in the "Layer Editor" section and click the "Add layer" button. To modify any existing layer, make the changes in the Layer Editor and then click the "APPLY" button. At any time before you click APPLY, you can reset the editor with the "RESET" button.

APPENDIX C - COMMAND REFERENCE

The following is a list of all the commands used with ArchSymb. Refer to the appropriate section of this manual to find how to use any of these commands. Items that are ***BOLD & Italic*** can be entered at the command prompt with out prior loading. All other items are accessed through the ArchSymb menu or toolbars.

Command	**Action**	**Section**
AA01A	Steel Tee	Structural
AA01B	Steel Angle	Structural
AA04A	Conduit	Electrical
AA04B	Panel	Electrical
AA07A	Chair – Dining & Exec	Furniture
AA08A	Table – Conference Oval	Furniture
AA10A	Fan	Appliance
AB01A	Steel Channel	Structural
AB07A	Chair – Guest	Furniture
AB07E	Chair – Secretary	Furniture
AB08A	Table – Rectangular	Furniture
AB09A	Modular Panel	Furniture
AB10A	Range Hi/Lo	Appliance
AB10B	Range	Appliance
AC01A	Wide Flange	Structural
AC07A	Chair – Lounge	Furniture
AC08A	Desk	Furniture
AC09A	File	Furniture
AC10A	Refrigerator	Appliance
AC10B	Refrigerator – Side by Side	Appliance
AC10C	Refrigerator – Compact	Appliance
AD01A	Steel Tube – Rectangular	Structural
AD03A	Grab Bar	Plumbing
AD09A	Bookcase	Furniture
AD10A	Oven	Appliance
AE01A	Steel Tube – Circular	Structural
AE09A	Credenza	Furniture
AE10A	Dishwasher Under	Appliance
AE10B	Dishwasher Convert	Appliance
AF01A	Concrete Column	Structural
AF05A	Diffuser – Supply	Ceiling
AF07A	Sofa	Furniture
AF09A	Copier	Furniture
AF10A	Washer/Dryer Stacked	Appliance
AF10B	Washer	Appliance
AF10C	Dryer	Appliance

AG01A	Wood Member	Structural
AG08A	Chair – Pair	Furniture
AG09A	Computer	Furniture
AH07A	Box	Furniture
AH08A	Plants	Furniture
AH09B	Bed	Furniture
AH09C	Night table	Furniture
AH10A	Grill	Appliance
AH10D	Kitchen Unit	Appliance
AH10E	Microwave	Appliance
AH10F	Trash Compactor	Appliance
AL	Architectural Leader	Tags
BCG	Boundary Ceiling Grid	Ceiling
BI	Batt Insulation	Utilities
BKL	Break Line	Utilities
BWS	Building Section	Tags
CAM	Camera (dview)	Utilities
CCO	Copy Continuous	OneKeys
CG	Ceiling Grid	Ceiling
CHGALL/CA	Match Properties	Utilities
CLIP	Clip Drawings	Utilities
CLOUD	Revision Box	Tags
CT	Change Text	Utilities
D45	Change Door Angle	Utilities
DC	Detail Cut	Tags
DDB02B	Floor Sink	Plumbing
DDB02C	Single Sink	Plumbing
DDB03A	Bath Tub/Shower	Plumbing
DDB03E	Spa	Plumbing
DDC02A	Double Sink	Plumbing
DDC03A	Lavatory	Plumbing
DDCAM	Camera (dview)	Utilities
DDF02A	Oval Lav	Plumbing
DDF02B	Corner Lav	Plumbing
DDF02C	Handicap Lav	Plumbing
DDMILL	Millwork	Elevations
DDSEARCH	Text Search	Utilities
DDSETUP	Drawing Setup	ArchSymb
DDSTL	ACIS Steel Shapes	Structural
DDSYMB	Symbol Library	ArchSymb
DIMS2	Set Dim Vars	Utilities
DOORS	Create doors	Utilities
DRNO	Door ID	Tags
DWGT	Drawing Title	Tags
EL169A	Elec Symbols	Electrical

EL176A	Elec Symbols	Electrical
ELEVP	Point Elevation	Tags
ELF	Large Scale Bubble	Tags
ELEV	Elevation symbol	Tags
JOIN/J	Join Lines & Arcs	Utilities
KN	Keynotes	Tags
LEA	Leader	Tags
MAKE	Repeat last symbol	ArchSymb
MAL	Mtext Leader Note	Tags
NORTH	North Arrow	Tags
PROBE	Probe nested Layers	Utilites
RC	Revision Cloud	Tags
RMNAME	Room Name & Number ID	Tags
RSI	Room Schedule In	Utilities
RSO	Room Schedule Out	Utilities
SETPROP/SP	Set Properties	Utilities
TSIZE/TS	Set Text Size & Style	Utilities
TXTLN	Text Line	Site
VSETUP	Vport Setup	ArchSymb
WIN/DDWIN	Create Window	Utilities
WT	Wall Type Symbol	Tags
WWS	Wall Section	Tags

APPENDIX D - OneKeys

ON/OFF Toggles

BM	Blipmode
HI	Highlight
MT	Mirrtext
RA	Regenmode
TM	Tilemode
UI	UCSIcon

Change Variables

CH	Change
CHP	Change Properties
PDM	Point Mode 0 to 3
VRS	Viewres to 10000
SB	Snapbase
=	Snap angle equals Entity
-	Snap Angle equals 0

Short Cut Macros:

ARRAY

ARR	Array Rectangular
ARP	Array Polar

BREAK

BF	Break @ first point
BR	Break
BRP	Break @ selected point

BLOCKS

BL	Block
IN	Insert (Command Prompt)
INN	Insert (Dialog Box)
IU	Block Update by pick
WB	Wblock
WW	Wblock a block by pick
WQ	Purge all

COPY

CO	Copy
CC	Copy Crossing
CCO	Copy Continuous
CF	Copy Fence
CL	Copy Last
CP	Copy Previous
CW	Copy Window

DISTANCE

DI	Distance
DIN	Distance Nearest

ERASE

E	Erase
EC	Erase Crossing
EF	Erase Fence
EL	Erase Last
EP	Erase Previous
EW	Erase Last

EXPLODE

EXP	Explode

EXTEND

EX	Extend
EXC	Extend Crossing

FILLET

FI	Fillet
FIR	Fillet Radius
FIP	Fillet Polyline
FC	Fillet Crossing

HATCH

BH	BHatch

LAYER

0	Sets layer 0 to current
LA	Layer
LAC	entities to current layer
LAD	Layer Dialog box
LAF	Layer OFF by pick or name
LAI	Layer Isolate
LAL	Layer list Save & Restore
LAM	Make new layer
LAN	All layers ON
LAP	Put entities to selected layer
LAS	Set layer by pick or name
LAT	THAW all layers
LAX	NUKE all entities on a layer
LAZ	FREEZE layer by pick
LO	Lock layer by pick
UN	Unlock layer by pick

LINE

L	Line

LC	Line Center
LCC	Line Center, Center
LE	Line Endpoint
LEE	Line Endpoint, Endpoint
LEP	Line Endpoint, Perp
LIN	Line Insert
LI	Line Intersection
LM	Line Midpoint
LN	Line Nearest
LND	Line Node
LNP	Line Nearest, Perpendicular
LQ	Line Quadrant

MOVE

M	Move
MC	Move Crossing
MF	Move Fence
ML	Move Last
MP	Move Previous
MW	Move Window

MIRROR

MI	Mirror
MIC	Mirror Crossing
MIP	Mirror Previous
MIW	Mirror Window

OFFSET

OF	Offset

POLYLINE

PL	Polyline
PE	Pedit
PLE	Polyline Endpoint
PLI	Polyline Intersect
PLM	Polyline Midpoint
BX	Box (Rectangle)

ROTATE

RO	Rotate
RC	Rotate Crossing
RF	Rotate Fence
RL	Rotate Last
RP	Rotate Previous
RW	Rotate Window

SCALE

SC	Scale
SCC	Scale Crossing
SCR	Scale Relative
SCW	Scale Window

STRETCH

ST	Stretch
SCP	Stretch Crossing Polygon

TEXT

CT	Change any Text
DT	Dtext
STY	Style

TRIM

TR	Trim
TRC	Trim Crossing
TRF	Trim Fence

ZOOM & DISPLAY

RE	Regen
Z	Zoom
ZA	Zoom All
ZD	Zoom Dynamic
ZE	Zoom Extents
ZP	Zoom Previous
ZW	Zoom Window

DIMENSION TOOLS

HOR	Dim Horizontal
SE1	Toggle 1st Extension Line
SE2	Toggle 2nd Extension Line
TE	DimText Edit
UPD	Update
VER	Dim Vertical

PROPERTY TOOLS

CA	ChangeAll/Match
SP	Set Properties

This list of layers is from the ArchSymb original layer templates. These templates are based on the 1990 A.I.A. CAD Layering Guidelines. There is also a list of the Long and Short format of the A.I.A. CAD Layering Guidelines and the latest NSC (National CAD Standards). The layer templates can be for new, existing, demo or future drawings. Included in all four of the template groups are Layers for the following categories:

Floor Plans - New

Levl	Layer Name	Color	Linetype	Description
1	A-ACCS	2 (yellow)	Continuous	Toilet accessory
2	A-APPL	1 (red)	Continuous	Appliance
3	A-CASE	3 (green)	Continuous	Base Cabinets & Millwork
4	A-CASE-OVHD	2 (yellow)	Hidden2	Overhead Cab. & Millwork
5	A-DOOR	1 (red)	Continuous	Doors (plan view)
6	A-EQUP	1 (red)	Continuous	Equipment
7	A-EQUP-HEAD	1 (red)	Continuous	Equipment Headers
6	A-EQUP-MVBL	1 (red)	Continuous	Movable Equipment
8	A-EQUP-OVHD	1 (red)	Hidden2	Overhead Equipment
9	A-FLOR	15	Continuous	Floor Patterns & Mat'l Chng
10	A-FURN-CASE	1 (red)	Continuous	Book & Misc. Cases
10	A-FURN-CHAR	1 (red)	Continuous	Chairs
11	A-FURN-DESK	2 (yellow)	Continuous	Desks
10	A-FURN-FILE	1 (red)	Continuous	File Cabinets
10	A-FURN-MISC	2 (yellow)	Continuous	Misc Furniture
12	A-FURN-PATT	15	Continuous	Furniture Poche
11	A-FURN-PLNT	2 (yellow)	Continuous	Indoor Plants
11	A-FURN-PRTN	2 (yellow)	Continuous	Movable Partitions
11	A-FURN-TBLE	2 (yellow)	Continuous	Tables
13	A-GRID	15	Center	Structural Column Grid
14	A-GRID-TEXT	4 (cyan)	Continuous	Structural Col Text & Bub
15	A-PRTN	2 (yellow)	Continuous	Toilet Partitions
16	A-STRS	1 (red)	Continuous	Stairs
17	A-STRS-RAIL	2 (yellow)	Continuous	Hand Rails
18	A-WALL	7 (white)	Continuous	Walls
19	A-WALL-1LNE	1 (red)	Continuous	Cavity & Veneer Wall lines
20	A-WALL-HEAD	7 (white)	Continuous	Wall Headers
21	A-WALL-PATT	15	Continuous	Wall Poche
22	A-WALL-PRTL	9	Continuous	Partial Height
23	A-WNDW	4 (cyan)	Continuous	Window Frames & Glazing

Levl	Layer Name	Color	Linetype	Description
24	A-WNDW-SILL	1 (red)	Continuous	Window Sills
25	E-COMM	3 (green)	Continuous	Communications
26	E-CTRL	3 (green)	Continuous	Electrical Control
27	E-PANL	3 (green)	Continuous	Electrical Panel
28	E-POWR	3 (green)	Continuous	Power
29	E-SWCH	3 (green)	Continuous	Switch
30	L-WALK	1 (red)	Continuous	Sidewalks
31	P-FIXT	1 (red)	Continuous	Plumbing Fixtures
32	S-CONC	3 (green)	Continuous	Concrete
32	S-CONC-HIDN	2 (yellow)	Hidden2	Hidden concrete
33	S-METL	3 (green)	Continuous	Metal
33	S-METL-HIDN	2 (yellow)	Hidden2	Hidden Metal
34	S-WOOD	3 (green)	Continuous	Wood
34	S-WOOD-HIDN	2 (yellow)	Hidden2	Hidden Wood

Floor Plans - Existing

Levl	Layer Name	Color	Linetype	Description
35	AEACCS	15	Continuous	Toilet accessory
36	AEAPPL	15	Continuous	Appliance
37	AECASE	1 (red)	Continuous	Base Cabinets & Millwork
38	AECASE-OVHD	15	Hidden2	Overhead Cab. & Millwork
40	AEDOOR	15	Continuous	Doors (plan view)
36	AEEQUP	15	Continuous	Equipment
39	AEEQUP-HEAD	15	Continuous	Equipment Headers
36	AEEQUP-MVBL	15	Continuous	Movable Equipment
39	AEEQUP-OVHD	15	Continuous	Overhead Equipment
41	AEFLOR	15	Hidden2	Floor Patterns & Mat'l Chng
42	AEFURN-CASE	15	Continuous	Book & Misc. Cases
42	AEFURN-CHAR	15	Continuous	Chairs
42	AEFURN-DESK	15	Continuous	Desks
42	AEFURN-FILE	15	Continuous	File Cabinets
42	AEFURN-MISC	15	Continuous	Misc Furniture
42	AEFURN-PATT	15	Continuous	Furniture Poche
42	AEFURN-PLNT	15	Continuous	Indoor Plants
42	AEFURN-PRTN	15	Continuous	Movable Partitions
42	AEFURN-TBLE	15	Continuous	Tables
43	A-GRID	15	Continuous	Structural Column Grid
44	A-GRID-TEXT	4 (cyan)	Center	Structural Col Text & Bub
45	AEPRTN	15	Continuous	Toilet Partitions

Levl	Layer Name	Color	Linetype	Description
46	AESTRS	15	Continuous	Stairs
47	AESTRS-RAIL	15	Continuous	Hand Rails
48	AEWALL	4 (cyan)	Continuous	Walls
48	AEWALL-1LNE	15	Continuous	Cavity & Veneer Wall lines
49	AEWALL-HEAD	4 (cyan)	Continuous	Wall Headers
50	AEWALL-PATT	15	Continuous	Wall Poche
48	AEWALL-PRTL	2 (yellow)	Continuous	Partial Height
51	AEWNDW	2 (yellow)	Continuous	Window Frames & Glazing
52	AEWNDW-SILL	15	Continuous	Window Sills
53	EECOMM	1 (red)	Continuous	Communications
54	EECTRL	1 (red)	Continuous	Electrical Control
55	EEPANL	1 (red)	Continuous	Electrical Panel
56	EEPOWR	1 (red)	Continuous	Power
57	EESWCH	1 (red)	Continuous	Switch
58	LEWALK	15	Continuous	Sidewalks
59	PEFIXT	15	Continuous	Plumbing Fixtures
61	SECONC	2 (yellow)	Continuous	Concrete
61	SECONC-HIDN	15	Hidden2	Hidden concrete
62	SEMETL	2 (yellow)	Continuous	Metal
62	SEMETL-HIDN	15	Hidden2	Hidden Metal
63	SEWOOD	2 (yellow)	Continuous	Wood
63	SEWOOD-HIDN	15	Hidden2	Hidden Wood

Ceiling Plans – New

Lvl	Layer Name	Color	Linetype	Description
10	A-CLNG	3 (green)	Continuous	Ceiling Edges & Soffits
11	A-CLNG-GRID	1 (red)	Continuous	Ceiling Grids
12	A-CLNG-STRC	2 (yellow)	Continuous	Exposed Structures
25	E-COMM	3 (green)	Continuous	Communications
30	E-LGHT-EMER	4 (cyan)	Continuous	Emergency Lighting
30	E-LGHT-FLUR	4 (cyan)	Continuous	Fluorescent Lighting
30	E-LGHT-INCN	4 (cyan)	Continuous	Incandescent Lighting
40	M-DIFF	3 (green)	Continuous	Supply & Return Diffusers
41	M-FANS	3 (green)	Continuous	Exhaust Fans

Ceiling Plans – Existing

Lvl	Layer name	Color	Linetype	Descriptiopn
20	AECLNG	1 (red)	Continuous	Ceiling Edges & Soffits
21	AECLNG-GRID	15	Continuous	Ceiling Grids
22	AECLNG-STRC	15	Continuous	Exposed Structures
53	EECOMM	2 (yellow)	Continuous	Communications
60	EELGHT-EMER	2 (yellow)	Continuous	Emergency Lighting
60	EELGHT-FLUR	2 (yellow)	Continuous	Flourescent Lighting
60	EELGHT-INCN	2 (yellow)	Continuous	Incandescent Lighting
61	MEDIFF	1 (red)	Continuous	Supply & Return Diffusers
62	MEFANS	1 (red)	Continuous	Exhaust Fans

Roof Plans – New

Lvl	Layer Name	Color	Linetype	Description
13	A-GRID	15	Center	Structural Column Grid
14	A-GRID-TEXT	4 (cyan)	Continuous	Structural Col Text & Bub
20	A-ROOF-DLGT	2 (yellow)	Hidden2	Roof Light Dashed
22	A-ROOF-DMED	6(magenta)	Hidden	Roof Medium Dashed
21	A-ROOF-DTHN	4 (cyan)	Hidden2	Roof Thin Dashed
23	A-ROOF-EQUP	1 (red)	Continuous	Roof Equipment
25	A-ROOF-PATT	15	Continuous	Roof Poche
24	A-ROOF-RFDR	2 (yellow)	Continuous	Roof Drain & Downspouts
30	A-ROOF-SLGT	1 (red)	Continuous	Roof Light
32	A-ROOF-SMED	5 (blue)	Continuous	Roof Medium
31	A-ROOF-STHN	3 (green)	Continuous	Roof thin

Roof Plans – Existing

Lvl	Layer Name	Color	Linetype	Description
13	A-GRID	15	Center	Structural Column Grid
14	A-GRID-TEXT	4 (cyan)	Continuous	Structural Col Text & Bubbles
40	AEROOF-DLGT	15	Hidden2	Roof Light Dashed
42	AEROOF-DMED	4 (cyan)	Hidden	Roof Medium Dashed
41	AEROOF-DTHN	2 (yellow)	Hidden2	Roof Thin Dashed
43	AEROOF-EQUP	15	Continuous	Roof Equipment
45	AEROOF-PATT	15	Continuous	Roof Poche
44	AEROOF-RFDR	15	Continuous	Roof Drain & Downspouts
50	AEROOF-SLGT	15	Continuous	Roof Light
52	AEROOF-SMED	3 (green)	Continuous	Roof Medium
51	AEROOF-STHN	1 (red)	Continuous	Roof thin

Site Plans – New

Lvl	Layer Name	Color	Linetype	Description
1	L-BLDG	7 (white)	Continuous	Building Outline
10	L-COMM	1 (red)	Continuous	Site Comm/Telephone poles
10	L-COMM-OVHD	4 (cyan)	Hidden2	Overhead Comm Lines
10	L-COMM-UNDR	15	Hidden	Underground Comm Lines
9	L-ELEC	2 (yellow)	Continuous	Site Elect Substations, Poles
9	L-ELEC-LGHT	4 (cyan)	Continuous	Site Lighting
9	L-ELEC-OVHD	1 (red)	Hidden2	Overhead Lines
9	L-ELEC-POLE	4 (cyan)	Continuous	Electric Poles
9	L-ELEC-UNDR	15	Hidden	Underground Elect Lines
12	L-FIRE	1 (red)	Continuous	Fire Protect Hydrants
12	L-FIRE-UNDR	15	Hidden	Fire Protect - Undrgrnd Line
6	L-IRRG	2 (yellow)	Continuous	Irrigation System
13	L-NGAS	2 (yellow)	Continuous	Natural Gas M.H., Meters
13	L-NGAS-UNDR	15	Hidden	Natural Gas - Undrgrd Lines
3	L-PAVE	4 (cyan)	Continuous	Road, Parking Lots
3	L-PAVE-DRAN	3 (green)	Continuous	Drainage Slope Indications
3	L-PAVE-STRP	2 (yellow)	Continuous	Parking Lot Striping
5	L-PLNT	15	Continuous	Plant Materials
28	L-PROP	6(magenta)	Phantom2	Property lines, Benchmarks
28	L-PROP-CONS	2 (yellow)	Hidden2	Construction Controls
28	L-PROP-ESMT	1 (red)	Hidden	Easements, Right-of-Ways,
14	L-SEWR	1 (red)	Continuous	Sanitary Sewer - Manholes
14	L-SEWR-UNDR	15	Hidden	Sanitary Sewer - Undrgrnd
21	L-SITE	1 (red)	Continuous	Proposed Fencing, Structures
8	L-STRM	1 (red)	Continuous	Storm Drain Basins, M.H.
8	L-STRM-UNDR	15	Hidden	Storm Drainage - Undrgrnd
20	L-TOPO	15	Continuous	Proposed Contour & Elev
20	L-TOPO-BORE	4 (cyan)	Continuous	Test Borings
20	L-TOPO-RTWL	2 (yellow)	Continuous	Retaining Walls
20	L-TOPO-SPOT	3 (green)	Continuous	Spot Elevations
20	L-WALK	1 (red)	Continuous	Walks and Steps
11	L-WATR	2 (yellow)	Continuous	Water - Manholes, Tanks
11	L-WATR-UNDR	15	Hidden	Domestic Water - Undrgrnd

Site Plans – Existing

Lvl	Layer Name	Color	Linetype	Description
31	LEBLDG	7 (white)	Continuous	Building Outline
40	LECOMM	15	Continuous	Site Comm/Telephone poles
40	LECOMM-OVHD	15	Hidden2	Overhead Comm Lines
40	LECOMM-UNDR	15	Hidden	Underground Comm Lines
39	LEELEC	1 (red)	Continuous	Site Electrical Substations
39	LEELEC-LGHT	2 (yellow)	Continuous	Site Lighting
39	LEELEC-OVHD	15	Hidden2	Overhead Lines
39	LEELEC-POLE	2 (yellow)	Continuous	Electric Poles
39	LEELEC-UNDR	15	Hidden	Undrgrnd Electrical Lines
42	LEFIRE	15	Continuous	Fire Protections Hydrants
42	LEFIRE-UNDR	15	Hidden	Fire Protections - Undrgrnd
36	LEIRRG	1 (red)	Continuous	Irrigation System
43	LENGAS	1 (red)	Continuous	Natural Gas M.H., Meters
43	LENGAS-UNDR	15	Hidden	Natural Gas - Undrgrd Lines
33	LEPAVE	2 (yellow)	Continuous	Road, Parking Lots
33	LEPAVE-DRAN	1 (red)	Continuous	Drainage Slope Indications
33	LEPAVE-STRP	15	Continuous	Parking Lot Striping
35	LEPLNT	15	Continuous	Plant Materials
58	LEPROP	6(magenta)	Phantom2	Property lines, Benchmark
58	LEPROP-CONS	2 (yellow)	Hidden2	Construction Controls
58	LEPROP-ESMT	15	Hidden	Easements, Right-of-Ways
44	LESEWR	15	Continuous	Sanitary Sewer - Manholes
44	LESEWR-UNDR	15	Hidden	Sanitary Sewer - Undrgrnd
51	LESITE	15	Continuous	Proposed Fencing, Struc-tures
38	LESTRM	15	Continuous	Storm Drain, Catch Basins
38	LESTRM-UNDR	15	Hidden	Storm Drainage - Undrgrnd
50	LETOPO	15	Continuous	Proposed Cont Lines & Elev
50	LETOPO-BORE	2 (yellow)	Continuous	Test Borings
50	LETOPO-RTWL	1 (red)	Continuous	Retaining Walls
50	LETOPO-SPOT	1 (red)	Continuous	Spot Elevations
50	LEWALK	15	Continuous	Walks and Steps
41	LEWATR	15	Continuous	Water - Manholes, Strge
41	LEWATR-UNDR	15	Hidden	Domestic Water - Undrgrnd

Elevations

Lvl	Layer Name	Color	Linetype	Description
23	A-ELEV-DHVY	10	Hidden2	Heavy Lines - Dashed
10	A-ELEV-DIMS	2	Continuous	Dimensions
20	A-ELEV-DLGT	2 (yellow)	Hidden2	Light Lines - Dashed
22	A-ELEV-DMED	6 (magenta)	Hidden2	Medium Lines - Dashed
15	A-ELEV-DOOR	2 (yellow)	Continuous	Door Elevations
15	A-ELEV-DRHG	1 (red)	Hidden	Door Elevation Hinge
21	A-ELEV-DTHN	4 (cyan)	Hidden2	Thin Lines - Dashed
11	A-ELEV-NOTE	3 (green)	Continuous	Notes
25	A-ELEV-PATT	15	Continuous	Poche - Hatch Paterns
33	A-ELEV-SHVY	11	Continuous	Heavy Lines - Continuous
30	A-ELEV-SLGT	1 (red)	Continuous	Light Lines - Continuous
32	A-ELEV-SMED	5 (blue)	Continuous	Medium Lines - Continuous
31	A-ELEV-STHN	3 (green)	Continuous	Thin Lines - Continuous
16	A-ELEV-WNDW	2 (yellow)	Continuous	Window Elevations

Sections

Lvl	Layer Name	Color	Linetype	Description
25	A-ELEV-PATT	15	Continuous	Elevation Poche - Hatch
30	A-ELEV-SLGT	1 (red)	Continuous	Elevation Light Lines – Cont.
31	A-ELEV-STHN	3 (green)	Continuous	Elevation Thin Lines – Cont.
43	A-SECT-DHVY	10	Hidden2	Heavy Lines - Dashed
10	A-SECT-DIMS	2 (yellow)	Continuous	Dimensions
40	A-SECT-DLGT	2 (yellow)	Hidden2	Light Lines - Dashed
42	A-SECT-DMED	6 (magenta)	Hidden2	Medium Lines - Dashed
41	A-SECT-DTHN	4 (cyan)	Hidden2	Thin Lines - Dashed
45	A-SECT-PATT	15	Continuous	Poche - Hatch Paterns
53	A-SECT-SHVY	11	Continuous	Heavy Lines - Continuous
50	A-SECT-SLGT	1 (red)	Continuous	Light Lines - Continuous
52	A-SECT-SMED	5 (blue)	Continuous	Medium Lines - Continuous
51	A-SECT-STHN	3 (green)	Continuous	Thin Lines - Continuous

Details

Lvl	Layer Name	Color	Linetype	Description
10	A-DETL-DIMS	2 (yellow)	Continuous	Dimensions
11	A-DETL-NOTE	3 (green)	Continuous	Notes
25	A-DETL-PATT	15	Continuous	Poche - Hatch Paterns
33	A-DETL-SHVY	11	Continuous	Heavy Lines - Continuous
30	A-DETL-SLGT	1 (red)	Continuous	Light Lines - Continuous
32	A-DETL-SMED	5 (blue)	Continuous	Medium Lines - Continuous
31	A-DETL-STHN	3 (green)	Continuous	Thin Lines - Continuous
63	A-DETL-TEMP	15	Continuous	No Plot Layer

Schedules

Lvl	Layer Name	Color	Linetype	Description
33	A-SCHD-SHVY	11	Continuous	Heavy Lines - Continuous
30	A-SCHD-SLGT	1 (red)	Continuous	Light Lines - Continuous
32	A-SCHD-SMED	5 (blue)	Continuous	Medium Lines - Continuous
12	A-SCHD-TEXT	3 (green)	Continuous	Schedule Body Text
31	A-SCHD-STHN	3 (green)	Continuous	Thin Lines - Continuous
13	A-SECT-TITL	4 (cyan)	Continuous	Schedule Title Text

Sheet Files

Lvl	Layer Name	Color	Linetype	Description
10	A-DIMS	2 (yellow)	Continuous	Dimensions
11	A-NOTE	3 (green)	Continuous	General Notes
13	A-NRTH	3 (green)	Continuous	North Arrows
14	A-REVN	3 (green)	Continuous	Revision Tags & Bubbles
18	A-SCLE	3 (green)	Continuous	Drawing Scale
15	A-TAGS	3 (green)	Continuous	Tags, Notes, Callouts
15	A-TAGS-DOOR	3 (green)	Continuous	Door Tags
15	A-TAGS-ROOM	4 (cyan)	Continuous	Room Name Tags
16	A-TITL-BLCK	11	Continuous	Drawing Title Lines
16	A-TITL-TEXT	3 (green)	Continuous	Drawing Title Text

Layer Pen Mapping

Layer Color	Line Weight	Full Ink-jet	Half Ink-jet	MicroStation Weight
1 (red)	3x0 (.25mm)	.25mm	.08mm	1
2 (yellow)	3x0 (.25mm)	.25mm	.08mm	1
3 (green)	0 (.35mm)	.34mm	.17mm	2
4 (cyan)	0 (.35mm)	.34mm	.17mm	2
5 (blue)	1 (.50mm)	.51mm	.25mm	3
6 (magenta)	1 (.50mm)	.51mm	.25mm	3
7 (white)	2 (.60mm)	.59mm	.34mm	4
8	0 - 50%	.34 - 15	.17 - 15	2
9	0 (.35mm)	.34mm	.17mm	2
10	3 (.80mm)	.76mm	.42mm	5
11	3 (.80mm)	.76mm	.42mm	5
12	6 (1.4)	1.01mm	.51mm	6
13	6 (1.4)	1.01mm	.51mm	6
14	3x0 - 50%	.25 - 15	.08mm	1
15	4x0 (.25mm)	.17mm	.08 - 4	0

NOTE: Although there are references to Microstation, ArchSymb does not work directly with Microstation. This information is only provided as a means for file exchange to Microstation.

APPENDIX F - BUG REPORT FORM

Enter the Following Information:

Your EMail Address:

Your Name:

How severe is the Bug?

If a system or ArchSymb error, what error number is given?

How repeatable is this?

What PC are you running this on?
Processor
RAM
Operating System
Video Card
Monitor

What version of ArchSymb are you running?

If you think the bug is peripheral related what peripherals do you have?

If you are using a Network, what type is it?

Please give a complete description of the bug, please take the time to write down the steps needed to replicate the bug if possible.

APPENDIX G – Wish List

In order to continually improve ArchSymb, input from users is very important. If you have any ideas comments or suggestions for improving the software please fill out the following form.

Enter the Following Information:

Your EMail Address:

Your Name:

Which version of ArchSymb are you currently using?

Is this an addition or modification to an existing command? If yes please describe it here:

Is this a new function that you wish to see added to ArchSymb? If yes please describe it here:

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